



Private

CHARACTER NAME

3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

SpecOp Penguin

Lawful Neutral

RACE

ALIGNMENT

EXPERIENCE

STRENGTH

DEXTERITY

+2

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☒ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

20

SPEED

Hit Point Maximum 23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

3d8

HIT DICE

SUCCESSSES



FAILURES



DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Light
Crossbow

+4

1d8 p (80/320)

Light Crossbow
Leather Armor

ATTACKS & SPELLCASTING

Private is very adorable and charismatic. He tries to make friends and always sees the good in others.

PERSONALITY TRAITS

Private values kindness and compassion, striving to do what is right and help those in need.

IDEALS

Private has a strong bond with his fellow adventurers and especially a deep connection to Skipper, the leader.

BONDS

Private is very naive and easy to convince which is often exploited by others. He is also easily frightened and sometimes hesitant to engage in dangerous situations.

FLAWS

SpecOp Penguin Traits

- Arctic Native
- Creature of the Sea
- Penguin Nimbleness
- Penguin Strike

8

PASSIVE WISDOM (PERCEPTION)

Languages:

Common

Armor:

Light Armor

Weapons:

Simple Weapons

Tools:

OTHER PROFICIENCIES & LANGUAGES



FEATURES & TRAITS



???????

SPELLCASTING
CLASS

?

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Hyper-Adorableness (V, S)

Ray of Frost (V, S)

3

6

1

SLOTS TOTAL

SLOTS EXPENDED

4

7

2

5

8

9

SPELLS KNOWN

FEATURES, MAGIC ITEMS AND SPELLS

SPECOP PENGUIN TRAITS

ARCTIC NATIVE

You have resistance to cold damage. You are immune to the effects of both cold weather and Extreme Cold as described in the *Dungeon Master's Guide* (page 110). Furthermore, you do not treat shallow water, snow, or ice as difficult terrain.

CREATURE OF THE SEA

You can breathe air and water, and you have resistance to cold damage. Aquatic animals have an extraordinary affinity with your people. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

PENGUIN NIMBLENESS

You can move through the space of any creature that is of a size larger than yours. Your base walking speed is 20 feet but you can use your bonus action to "belly slide"; increasing your walking speed by 20 feet. While "belly sliding" you cannot use the Attack Action and also cannot cast spells or use objects. As an action you can stop belly sliding and stand up. You also have a swim speed of 50 feet.

PENGUIN STRIKE

If you have advantage on the attack roll and you are hidden from the target, you can make an unarmed strike stunning the target until the end of its next turn. The target must make a Constitution saving throw against your attack roll DC (the DC can be set at 10 + your Strength or Dexterity modifier, depending on your character build) or is stunned for 1 additional round. If the target's hit points are equal to or lower than half of their maximum hit points and they fail the save, they are knocked unconscious for 1 minute or until they take damage. You can use this attack equal to half your player level rounded down per long rest.

SPELLS

CANTRIPS

HYPER ADORABLENESS

Evocation Cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

The target subjected to the Hyper-Adorableness of Private takes 8 (1d8 + 1d4 + 1) ? damage.

RAY OF FROST

Evocation Cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

LIGHT CROSSBOW

Attack Roll.

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 24

Damage Roll.

1d8 + DEX-Modifier

Current Max (Normal): 10