

			Race		Halfling (Lightfoot)									
			Background		Soldier									
Character Name			Alignment						Player Name					
+2 Proficiency Bonus			Class(es)		Paladin 2				Inspiration Points					
Ability Scores	13		16		12		8		10		16		Ability Scores	
	Strength	+1	Dexterity	+3	Constitution	+1	Intelligence	-1	Wisdom	+0	Charisma	+3		
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			17		19		Hit Dice & Rolls 1d10				
Athletics			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+3		Strength		<input type="checkbox"/>	+1		11 7		
Acrobatics			<input type="checkbox"/>	<input type="checkbox"/>	+3		Dexterity		<input type="checkbox"/>	+3		No Shield Shield		
Sleight of Hand			<input type="checkbox"/>	<input type="checkbox"/>	+3		Constitution		<input type="checkbox"/>	+1		Armour Class		
Stealth			<input type="checkbox"/>	<input type="checkbox"/>	+3		Intelligence		<input type="checkbox"/>	-1		Hit Point Max 18		
Arcana			<input type="checkbox"/>	<input type="checkbox"/>	-1		Wisdom		<input checked="" type="checkbox"/>	+2		+3 25ft Current HP		
History			<input type="checkbox"/>	<input type="checkbox"/>	-1		Charisma		<input checked="" type="checkbox"/>	+5		Initiative Speed Temp.		
Investigation			<input type="checkbox"/>	<input type="checkbox"/>	-1		Other Proficiencies & Languages			Death Saves		Success		
Nature			<input type="checkbox"/>	<input type="checkbox"/>	-1							Failure		
Religion			<input type="checkbox"/>	<input type="checkbox"/>	-1									
Animal Handling			<input type="checkbox"/>	<input type="checkbox"/>	+0		Armor		All, Shields		Attacks and Spellcasting			
Insight			<input type="checkbox"/>	<input type="checkbox"/>	+0		Weapons		Simple, Martial		Name Bonus Damage / Type			
Medicine			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+2		Tools		Playing cards, Vehicles (land)		Rapier +5 1d8+3 piercing			
Perception			<input type="checkbox"/>	<input type="checkbox"/>	+0		Languages		Common, Halfling		Finesse			
Survival			<input type="checkbox"/>	<input type="checkbox"/>	+0						Scimitar +5 1d6+3 slashing			
Deception			<input type="checkbox"/>	<input type="checkbox"/>	+3						Finesse, light			
Intimidation			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5									
Performance			<input type="checkbox"/>	<input type="checkbox"/>	+3		Spell Attack Modifier		+5					
Persuasion			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5		Spell Save DC		13					
10 Passive Wisdom (Perception)			Spellcasting Stat			Cha								
			Notes											
Nimble.			Lucky.											
You can move through the space of any creature that is of a size larger than yours.			When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.											
Naturally Stealthy.			Brave.											
You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.			You have advantage on saving throws against being frightened.											
						Spell Slots		1st 2nd 3rd 4th 5th		Recharge on long rest				
						2		- - - -						
Features & Traits			Fighting Style: Defence.									Spells		
			While you are wearing armor, you gain a +1 bonus to AC.									1 Command		
												1 Shield of Faith		
												1 Cure Wounds		
												1 Detect Magic		
Equipment			Rapier, Shield, Scimitar, Priest's pack, Chain mail, Holy symbol			Insignia of rank, Set of playing cards, Common clothes, Belt pouch						Gold 10		
												Silver		
												Copper		
												Bits		
												Money		

			Race		Halfling (Lightfoot)		
			Background		Soldier		
Character Name			Alignment			Player Name	
Age	Height	Weight	Eye Colour	Hair Colour	Motivations		
Character Appearance				Personality Traits			
				Ideals			
				Bonds			
				Flaws			
Notes	<b>Divine Sense</b> The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.  You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.		<b>Lay on Hands</b> Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.  As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.  Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.  This feature has no effect on undead and constructs.		<b>Divine Smite</b> Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.  <b>Feature: Military Rank</b> You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.		Notes