

			Race		Halfling (Lightfoot)											
			Background		Soldier											
Character Name			Alignment				Player Name									
<b>+2</b> 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"/> +3			Strength <input type="checkbox"/> +1			No Shield		Shield		11 7						
Acrobatics <input type="checkbox"/> +3			Dexterity <input type="checkbox"/> +3			Armour Class		Hit Point Max		18						
Sleight of Hand <input type="checkbox"/> +3			Constitution <input type="checkbox"/> +1			<b>+3</b>		<b>25ft</b>		Current HP						
Stealth <input type="checkbox"/> +3			Intelligence <input type="checkbox"/> -1			Initiative		Speed		Temp.						
Arcana <input type="checkbox"/> -1			Wisdom <input checked="" type="checkbox"/> +2			Death Saves		Success								
History <input type="checkbox"/> -1			Charisma <input checked="" type="checkbox"/> +5					Failure								
Investigation <input type="checkbox"/> -1			Other Proficiencies & Languages													
Nature <input type="checkbox"/> -1			Armor			All, Shields										
Religion <input type="checkbox"/> -1			Weapons			Simple, Martial										
Animal Handling <input type="checkbox"/> +0			Tools			Playing cards, Vehicles (land)										
Insight <input type="checkbox"/> +0			Languages			Common, Halfling										
Medicine <input checked="" type="checkbox"/> +2			Spell Attack Modifier			+5										
Perception <input type="checkbox"/> +0			Spell Save DC			13										
Survival <input type="checkbox"/> +0			Spellcasting Stat			Cha										
Deception <input type="checkbox"/> +3			Notes													
Intimidation <input checked="" type="checkbox"/> +5																
Performance <input type="checkbox"/> +3																
Persuasion <input checked="" type="checkbox"/> +5																
<b>10</b> Passive Wisdom (Perception)																
<b>Nimble.</b> You can move through the space of any creature that is of a size larger than yours.			<b>Lucky.</b> 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.													
<b>Naturally Stealthy.</b> You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.			<b>Brave.</b> You have advantage on saving throws against being frightened.			Spell Slots		1st	2nd	3rd	4th	5th	Recharge on long rest			
					2		-	-	-	-						
Features & Traits	<b>Fighting Style: Defence.</b> While you are wearing armor, you gain a +1 bonus to AC.												Spells			
													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	Money	
													Silver			
													Copper			
															Bits	

			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	