

			Race		Tiefling (Zariel)												
			Background		Sailor												
Character Name			Alignment						Player Name								
+2 Proficiency Bonus			Class(es)		Fighter 2				Inspiration Points								
Ability Scores	16		10		14		8		13		14		Ability Scores				
	Strength	+3	Dexterity	+0	Constitution	+2	Intelligence	-1	Wisdom	+1	Charisma	+2					
Skills (proficiency / expertise / bonus)			Saving Throws (prof. / bonus)			16		18		Hit Dice & Rolls		2d10					
Athletics			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+5		Strength		<input checked="" type="checkbox"/>	+5		12 8					
Acrobatics			<input type="checkbox"/>	<input type="checkbox"/>	+0		Dexterity		<input type="checkbox"/>	+0		No Shield Shield					
Sleight of Hand			<input type="checkbox"/>	<input type="checkbox"/>	+0		Constitution		<input checked="" type="checkbox"/>	+4		Armour Class					
Stealth			<input type="checkbox"/>	<input type="checkbox"/>	+0		Intelligence		<input type="checkbox"/>	-1		Hit Point Max 20					
Arcana			<input type="checkbox"/>	<input type="checkbox"/>	-1		Wisdom		<input type="checkbox"/>	+1		Current HP					
History			<input type="checkbox"/>	<input type="checkbox"/>	-1		Charisma		<input type="checkbox"/>	+2		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		Armor			All, Shields			Attacks and Spellcasting				
Animal Handling			<input type="checkbox"/>	<input type="checkbox"/>	+1								Weapons			Simple, Martial	
Insight			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+3		Tools			Navigator's Tools, Vehicles (water)							
Medicine			<input type="checkbox"/>	<input type="checkbox"/>	+1								Languages			Common, Infernal	
Perception			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+3		Spell Attack Modifier			n/a							
Survival			<input type="checkbox"/>	<input type="checkbox"/>	+1								Spell Save DC			n/a	
Deception			<input type="checkbox"/>	<input type="checkbox"/>	+2		Spellcasting Stat			None							
Intimidation			<input checked="" type="checkbox"/>	<input type="checkbox"/>	+4								Notes				
Performance			<input type="checkbox"/>	<input type="checkbox"/>	+2												
Persuasion			<input type="checkbox"/>	<input type="checkbox"/>	+2												
13 Passive Wisdom (Perception)																	
Legacy of Avernus. You know the Thaumaturgy cantrip. Once you reach 3rd level, you can cast the Searing Smite spell once as a 2nd-level spell. (more at later levels). You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.						Darkvision 60ft Hellish Resistance. You have resistance to fire damage.											
Features & Traits			Fighting Style, Interception. When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.			Second Wind On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.			Action Surge On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again.								
Equipment			Chain mail, Glaive, Shield, Handaxe x2, Dungeoneer's pack			Club, Silk rope 50ft, Lucky charm, Common clothes, Belt pouch						Gold 10			Silver		
												100gp notes			Copper		
												10gp notes			Bits		
															Money		

			Race		Tiefling (Zariel)		
			Background		Sailor		
Character Name			Alignment			Player Name	
Age	Height	Weight	Eye Colour	Hair Colour	Motivations		
Character Appearance				Personality Traits			
				Ideals			
				Bonds			
				Flaws			
Notes	Feature: Ship's Passage When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.						Notes