



DUNGEONS AND DRAGONS

sorcadin

Pala. 6 Sorc. 8

Class

Fallen Aasimar

Race

Entertainer (Gladiator)

Background

neutral good

Alignment

Player Name

Experience Points

STRENGTH

+3

16

INSPIRATION

+15

PROFICIENCY BONUS

18

ARMOR
CLASS

+1

INITIATIVE

30

SPEED

PERSONALITY TRAITS

DEXTERITY

+1

12

- ☐ +8 Strength Save
- ☐ +6 Dexterity Save
- ☐ +7 Constitution Save
- ☐ +4 Intelligence Save
- ☒ +19 Wisdom Save
- ☒ +25 Charisma Save

Hit Point Maximum: 100

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+2

14

SAVING THROWS

TEMPORARY HIT POINTS

BONDS

INTELLIGENCE

-1

8

- ☒ +16 Acrobatics
- ☐ -1 Animal Handling
- ☐ -1 Arcana
- ☒ +18 Athletics
- ☐ +5 Deception
- ☐ -1 History
- ☐ -1 Insight
- ☐ +5 Intimidation
- ☐ -1 Investigation
- ☐ -1 Medicine
- ☐ -1 Nature
- ☐ -1 Perception
- ☒ +20 Performance
- ☐ +5 Persuasion
- ☒ +14 Religion
- ☐ +1 Sleight of Hand
- ☐ +1 Stealth
- ☐ -1 Survival

Total: 6d10, 8d6

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

FLAWS

WISDOM

-1

8

CHARISMA

+5

20

SKILLS

9

PASSIVE PERCEPTION

Armor: Light Armor, Medium Armor, Heavy Armor,
Shield Armor

Weapons: Simple Melee Weapons, Martial Melee
Weapons, Martial Ranged Weapon, Simple Ranged
Weapons

Languages: Common, Celestial, Primordial, Aquan,
Auran, Ignan, Terran

Tools: Bagpipes, Disguise Kit

OTHER PROFICIENCIES & LANGUAGES

NAME	ATK BONUS	DAMAGE/TYPE
Battleaxe	+18	1d8+3[sla.]
Battleaxe(2H)	+18	1d10+3[sla.]
Javelin	+18	1d6+3[pir.]
Javelin (Thro	+18	1d6+3[pir.]

ACTIONS

- (fr.) Careful Spell
- (bns) Channel Divinity: Harness
Divine Power
- (a) Channel Divinity: Sacred Weapon
(fr.) Convert Sorcery Points?
 - (a) Divine Sense(_/6)
 - (fr.) Extra Attack
 - (a) Healing Hands(_/1)
 - (fr.) Heart of the Storm
 - (a) Lay on Hands: Heal
 - (a) Lay on Hands: Restore
 - (fr.) Magical Guidance
 - (a) Necrotic Shroud(_/1)
 - (fr.) Prismatic Spray
 - (bns) Quicken Spell
 - (a) Storm Guide (Rain)
 - (bns) Storm Guide (Wind)
 - (bns) Tempestuous Magic
 - (a) Turn the Unholy

FEATURES

- Channel Divinity Uses (_/1)
- Sorcery Points (_/8)
- lightning resistance
- necrotic resistance
- radiant resistance
- thunder resistance
- Aura of Devotion

EQUIPMENT	
CP	A Favor from an Admirer
0	An Unusual but Cheap Weapon of your Choice
	Backpack
SP	Battleaxe
0	Bedroll
	Chain Mail
EP	Clothes, Common
0	Hempen Rope (50 Feet)
	Holy Symbol, Amulet
	5 Javelins
GP	Mess Kit
5	10 Days of Rations
	Shield
PP	Tinderbox
0	10 Torches
	Waterskin

CHARACTER PORTRAIT

Background

Entertainer (Gladiator)

A gladiator is as much an entertainer as any minstrel or circus performer, trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor.

Using your By Popular Demand feature, you can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club. You can replace the musical instrument in your equipment package with an inexpensive but unusual weapon, such as a trident or net.

OTHER FEATURES & TRAITS

Aura of Protection

By Popular Demand

Channel Divinity

Channel Divinity: Turn the Unholy

Darkvision

Divine Health

Divine Smite

Font of Magic: Flexible Casting

Font of Magic: Sorcery Points

Holy Nimbus

Lay on Hands

Martial Versatility

Metamagic

Oath Spells

Purity of Spirit

Sorcerous Versatility

Spellcasting [Paladin]

Spellcasting [Sorcerer]

Storm Guide

Storm's Fury

War Caster

Wind Soul

Wind Speaker

SPELLS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
OOOO	OOO	OOO	OOO	OO	O			
Sorcerer Spells					+20 ATTACK BONUS	DC 28 SAVE DC	/9 PREPARED	

P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
CANTRIPS							
A	Booming Blade	evoc.	a	Self (5 ft rad)	s	1 rnd	A melee weapon worth at least
A	Fire Bolt	evoc.	a	{120} ft	vs		
A	Green-Flame Blade	evoc.	a	Self (5 ft rad)	s		A melee weapon worth at least
A	Lightning Lure	evoc.	a	Self (15 ft rad)	v		
A	Prestidigitation	tran.	a	10 ft	vs	1 hr	
1ST LEVEL SPELLS							
O	Expeditious Retreat	tran.	bns	Self	vsc	10 mins	
O	Silvery Barbs	ench.	rxn	60 ft	v		
O	Sleep	ench.	a	90 ft	vs	1 min	a pinch of fine sand, rose pet
2ND LEVEL SPELLS							
O	Hold Person	ench.	a	60 ft	vsc	1 min	a small, straight piece of iro
3RD LEVEL SPELLS							
O	Blink	tran.	a	Self	vs	1 min	
O	Fireball	evoc.	a	150 ft	vs		a tiny ball of bat guano and s
4TH LEVEL SPELLS							
O	Banishment	abju.	a	60 ft	vsc	1 min	an item distasteful to the tar
5TH LEVEL SPELLS							
O	Hold Monster	ench.	a	90 ft	vsc	1 min	a small, straight piece of iro
6TH LEVEL SPELLS							
O	Chain Lightning	evoc.	a	150 ft	vs		a bit of fur; a piece of amber
7TH LEVEL SPELLS							
O	Prismatic Spray	evoc.	a	Self (60-ft cone)	vs		

Paladin Spells					+20 ATTACK BONUS	DC 28 SAVE DC	/8 PREPARED
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P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
CANTRIPS							
A	Guidance	divi.	a	Touch	vsc	1 min	
A	Toll the Dead	necr.	a	60 ft	vs		
1ST LEVEL SPELLS							
O	Bless	ench.	a	30 ft	vsc	1 min	a sprinkling of holy water
O	Ceremony	abju.	1 hr	Touch	vsc		25 gp worth of powdered silver
O	Command	ench.	a	60 ft	v	1 rnd	
O	Compelled Duel	ench.	bns	30 ft	vc	1 min	
O	Cure Wounds	evoc.	a	Touch	vs		
O	Detect Evil and Good	divi.	a	Self	vsc	10 mins	
O	Detect Magic	divi.	a	Self	vscr	10 mins	
O	Detect Poison and Disease	divi.	a	Self	vscr	10 mins	
O	Divine Favor	evoc.	bns	Self	vsc	1 min	

○ Heroism	ench.	a	Touch	vsc	1 min	
○ Protection from Evil and Good	abju.	a	Touch	vsc	10 mins	Holy water or powdered silver
○ Purify Food and Drink	tran.	a	10 ft	vsr		
○ Searing Smite	evoc.	bns	Self	vc	1 min	
○ Shield of Faith	abju.	bns	60 ft	vsc	10 mins	a small parchment with a bit o
○ Thunderous Smite	evoc.	bns	Self	vc	1 min	
○ Wrathful Smite	evoc.	bns	Self	vc	1 min	

2ND LEVEL SPELLS

○ Aid	abju.	a	30 ft	vs	8 hrs	a tiny strip of white cloth
○ Branding Smite	evoc.	bns	Self	vc	1 min	
○ Find Steed	conj.	10 mins	30 ft	vs		
○ Gentle Repose	necr.	a	Touch	vsr	10 days	a pinch of salt and one copper
○ Lesser Restoration	abju.	a	Touch	vs		
○ Locate Object	divi.	a	Self	vsc	10 mins	a forked twig
○ Magic Weapon	tran.	bns	Touch	vsc	1 hr	
○ Prayer of Healing	evoc.	10 mins	30 ft	v		
○ Protection from Poison	abju.	a	Touch	vs	1 hr	
○ Warding Bond	abju.	a	Touch	vs	1 hr	a pair of platinum rings worth
○ Zone of Truth	ench.	a	60 ft	vs	10 mins	

Oath Spells	+20 ATTACK BONUS	DC 28 SAVE DC	/0 PREPARED
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P NAME SCHOOL CAST TIME RANGE VSCR DUR MATERIAL

CANTRIPS

1ST LEVEL SPELLS

○ Protection from Evil and Good	abju.	a	Touch	vsc	10 mins	Holy water or powdered silver
○ Sanctuary	abju.	bns	30 ft	vs	1 min	A small silver mirror

2ND LEVEL SPELLS

○ Lesser Restoration	abju.	a	Touch	vs		
○ Zone of Truth	ench.	a	60 ft	vs	10 mins	

Divine Smite	+0 ATTACK BONUS	DC 10 SAVE DC	/0 PREPARED
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P NAME SCHOOL CAST TIME RANGE VSCR DUR MATERIAL

CANTRIPS

1ST LEVEL SPELLS

A Divine Smite	evoc.	free action	melee			
		that you				
		take after				
		landing a				
		melee				
		weapon				
		attack				
A Divine Smite (Against Fiends)	abju.	free action	melee			
		that you				
		take after				
		landing a				
		melee				
		weapon				
		attack				

	+20	DC 28	/0
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Aasimar Spell List				ATTACK BONUS		SAVE DC		PREPARED	
P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL		
	CANTRIPS								
A	Light	evoc.	a	Touch	v		A firefly or phosphorescent mo		