



CHARACTER NAME

6,500
Next Level

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Glaive	✓ Str	Melee	+4	1d10+2	Slashing
Heavy, reach, two-handed					
DESCRIPTION					
Dagger	✓ Str	Melee, 20/60 ft	+4	1d4+2	Piercing
Finesse, light, thrown					

ATTACKS: WEAPONS & CANTRIPS

- Divine Sense (Paladin 1, PHB 84) [1 + Charisma modifier per long rest]
As an action, I sense celestials/fiends/undead/consecrated/desecrated within 60 ft
Until the end of my next turn, I sense the type/location if it is not behind total cover
- Lay on Hands (Paladin 1, PHB 84) [20× per long rest]
As an action, I can use points in my pool to heal a touched, living creature's hit points
I can neutralize poisons/diseases instead at a cost of 5 points per affliction
- Divine Smite (Paladin 2, PHB 84)
When I hit someone in melee, I can expend spell slots to do 2d8 extra radiant damage
This increases by 1d8 for each spell slot level above 1st and 1d8 against undead/fiends
- Great Weapon Fighting Style (Paladin 2, PHB 84)
Reroll 1 or 2 on damage if wielding two-handed/versatile melee weapon in both hands
- Spellcasting (Paladin 2, PHB 84)
I can cast prepared paladin spells, using Charisma as my spellcasting ability
I can use a holy symbol as a spellcasting focus
- Channel Divinity (Paladin 3, PHB 85) [1× per short rest]
- Channel Divinity: Abjure Enemy (Oath of Vengeance 3, PHB 88)
As an action, one creature within 60 ft that I can see must make a Wisdom save
If failed, it is frightened and its speed is 0 despite bonuses; if success, its speed is halved
This lasts for 1 minute or until it takes damage; Undead/fiends have disadv. on save
- Channel Divinity: Vow of Enmity (Oath of Vengeance 3, PHB 88)
As a bonus action, I utter a vow against a creature I can see within 10 ft
I have advantage on attack rolls against it for 1 minute or until it is at 0 HP/unconscious
- Divine Health (Paladin 3, PHB 85)
I am immune to disease, thanks to the power of my faith



Kratos

CHARACTER NAME

Male	16	Medium	6ft2in	250
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Sune	-	Black	Red
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

Kratos is a hulking half-breed, a mis-match of dragonborn and tiefling. He sports the horns of a fully-developed tiefling but with the bulk of a dragonborn, noticeably taller than almost all other tieflings and standing several inches taller than most humans as well. Life on the streets has hardened him, and he has multiple small scars around his eyes, as well as a flattened look to his wide, dragon-born nose. His worn clothes are in stark contrast to

APPEARANCE

Squalid

LIFESTYLE

DAILY PRICE

1 sp

ENEMIES

Cast out as a child as the product of an unsanctioned romance between his dragonborn father and tiefling mother, Kratos picked his way across the Sword Coast, living hand-to-mouth and performing simple magic tricks with his thaumaturgy to make his way. Upon arriving in Port Viktor he was picked up by a local slum lord who ran an illegal fighting pit, where he fights if times are particularly hard. However, he prefers to keep himself to himself and dedicate his life to the advancement of Sune, Lady Firehair, who has taken an unusual liking to him due to his unique features. Sune is not widely praised in this area of the Sword Coast, so Kratos' attempts to further her cause are limited to performing good deeds wherever he can.

CHARACTER HISTORY



COMPANION
NAME

RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH

STR DEX CON INT WIS CHA

SAVING THROWS

ARMOR
CLASS

PROFICIENCY
BONUS

MAXIMUM
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

DEXTERITY

INITIATIVE

SPEED

CONSTITUTION

LEVEL USED

DIE

HIT DICE

ATTACKS
PER ACTION

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
-------------	--------------	-------	--------	--------	-------------

DESCRIPTION

ATTACKS

INTELLIGENCE

WISDOM

CHARISMA

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

PASSIVE WISDOM (PERCEPTION)

SENSES

FEATURES

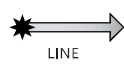
TRAITS

COMPANION'S APPEARANCE

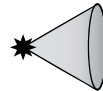
NOTES

[illegible][illegible]

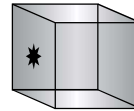
PLAYER REFERENCE



LINE
★ Point of Origin



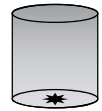
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ¼ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)