

Jack Bloodfist

CHARACTER NAME

Barbarian (1) / Bard (4)

CLASS & LEVEL

Folk Hero

BACKGROUND

James

PLAYER NAME

Half-Orc

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

10

0

WISDOM

8

-1

CHARISMA

16

+3

INSPIRATION

+3

PROFICIENCY BONUS

- +6 Strength
- +3 Dexterity
- +4 Constitution
- 0 Intelligence
- 1 Wisdom
- +3 Charisma

SAVING THROWS

- +4 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- +6 Athletics (Str)
- +4 Deception (Cha)
- +1 History (Int)
- 0 Insight (Wis)
- +9 Intimidation (Cha)
- +1 Investigation (Int)
- 0 Medicine (Wis)
- +1 Nature (Int)
- +2 Perception (Wis)
- +9 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +2 Survival (Wis)

SKILLS

14

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12 / 4d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Nothing and no one can steer me away from my higher calling.

IDEALS

I protect those that cannot protect themselves.

BONDS

Blind to my own shortcomings and the risk of failure.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelin +6 1d6 + 3 piercing

Handaxe +6 1d6 + 3 slashing

Crossbow, hand +6 1d6 + 3 piercing

- Battleaxe +1, +7, 1d8 + 4 slashing

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

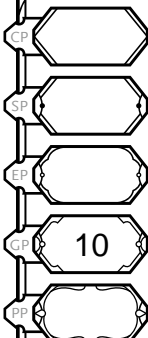
Tool Proficiencies: Voice; Land Vehicles; Painter's Supplies

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Orc; Goblin

OTHER PROFICIENCIES & LANGUAGES



Explorer's Pack (1); Shovel (1); Pot, iron (1); Clothes, common (1); Pouch (1)

10

EQUIPMENT

Darkvision: 60 ft.

-----Bonus Actions-----

Bardic Inspiration. Inspire another creature with a 1d6 that it can, within the next 10 min., add to a d20 roll (use 3 times/long rest, PHB 53).

Rage. Advantage on Strength checks and saves; melee damage bonus +2; resistance to bludgeoning, piercing, and slashing damage (lasts 1 minute, use twice/rest, PHB 48).

FEATURES & TRAITS



# Jack Bloodfist

CHARACTER NAME

27

AGE

6' 6"

HEIGHT

WEIGHT

Dark Green

EYES

Green

SKIN

Bald/Black

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Defining event: Led a militia to fight of an invading army.

Father is Garack Bloodfist, an infamous bandit who once led a raid on a temple. The paladins sought justice and found us after 20 years. With my father dead, I took the lead, with the help of my friends, and managed to defeat the army.

CHARACTER BACKSTORY

Combat Inspiration. A creature can add your bardic inspiration to a damage roll or to it's AC against an attack (PHB 55).

Jack of All Trades. +1 to ability checks that don't already include your proficiency bonus (PHB 54).

Orcish Ancestry. When reduced to 0 hit points and not killed outright, can use reaction to make a melee attack with advantage before falling unconscious. Once per long rest.

Rustic Hospitality. Find a place to rest, hide, or recuperate among commoners (PHB 131).

Savage Attacks. On critical hit, add additional damage dice roll (PHB 41).

Song of Rest. With a song, you and friendly creatures gain 1d6 additional healing at the end of a short rest (PHB 54).

ADDITIONAL FEATURES & TRAITS

TREASURE



# Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

## CANTRIPS

- Message
- True Strike
- Vicious Mockery

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Cure Wounds
- Dissonant Whispers
- Faerie Fire
- Healing Word
- Thunderwave

2

3

- Enhance Ability
- Shatter

4

7

8

5

9

SPELLS KNOWN