

Multiclass 2

CHARACTER NAME

Ranger 1 / Bard 1 / Warlock 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Guild Merchant

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

0

10

CHARISMA

-1

9

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +4 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ 0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +2 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 + 1d8 + 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Armor: None
Shield: None

ATTACKS & SPELLCASTING

(See Features and Traits Page)

--Lucky

--Brave

--Halfling Nimbleness

--Naturally Stealthy

--Guild Membership

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Shields, simple weapons,
medium armor, martial
weapons, light armor.

Languages:

[choose one], [choose one],
Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

EQUIPMENT

FEATURES & TRAITS



Ranger 1 / Bard 1 / Warlock 1

SPELLCASTING
CLASS

WIS / CHA / CHA

SPELLCASTING
ABILITY

10 / 9 / 9

SPELL SAVE DC

+2 / +1 / +1

SPELL ATTACK
BONUS

0

CANTRIPS

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

4

0

7

0

4

0

8

0

2

0

5

0

9

0

SPELLS KNOWN

Features and Traits

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Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Halfling Nimbleness

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy

Source: Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Guild Membership

Source: Background (Guild Artisan)

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

Spells and Incantations

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