

VANK BROROKK

BUGBEAR PALADIN 2nd Level



18 STR	10 DEX	16 CON
+4	+0	+3
12 INT	14 WIS	16 CHA
+1	+2	+3
+2 Proficiency		30' Speed
+3 INT saving throw		+4 WIS saving throw

ABILITIES

**Detect Evil
Darkvision**

Healing Hands
Once per day,
Vank can heal 10
Hit Points.

Duel Master
Vank's attacks gain
+2 damage with his
war hammer.

SKILLS

Athletics +6
Intimidation +6
Stealth +2

Divine Smite
Vank can smite an enemy
once per day, adding 2d8
to his attack damage.
Add 3d8 if the enemy
is undead.

Surprise Attack
If Vank hits a creature
that hasn't attacked yet
in combat, it takes an
extra 2d6 damage.

SPELLS

Descriptions on back

1ST LEVEL
Cast a spell from this
list two times/day:

Divine Favor
Shield of Faith
Compelled Duel

WAR
HAMMER | +6
to hit | 1d8+6
to damage

SPEAR | +3
to hit | 1d6+4
to damage



EQUIPMENT

Chain armor, large iron shield with spikes,
hard boots, thick cloak, woodsman's clothes,
war hammer named Foe Smasher, 10 spears,
bedroll, food kit, water skin, rope

TREASURE

70 Gold

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Bugbears are large shaggy folk, distantly related to Goblins. And, while they have a reputation for a brutish temper, Vank has chosen to follow an innate sense of justice. Seeking redemption for his past, Vank has dedicated himself to the path of a Paladin, channeling his immense strength and combat prowess toward protecting the weak and upholding the principles of justice. He follows an, um, aggressive approach to judging and quickly punishing evil, and a unique code of honor that blends Bugbear ferocity with a commitment to defending the vulnerable. Vank is considered a large creature. And wearing his chain armor gives him Disadvantage on any Stealth Checks.

Personality: "If it looks evil, smite first and ask questions later!"

Ideal: "Justice hasn't been served until bones have been broken."

Bond: "Brothers and sisters, lift up your arms against villainy!"

Flaw: "Who needs laws? I know evil when I see it."

SPELLS

1st Level Spells

DIVINE FAVOR

For the next minute, Vank's weapon attacks do an extra 1d4 Hit Points of damage.

SHIELD OF FAITH

For the next 10 minutes, Vank gains a +2 on his Armor Class. That makes his Armor Class 20!

COMPELLED DUEL Vank compels a creature into a duel. Vank's target must make a WISDOM Saving Throw of 13 or higher or become forced to battle only Vank. For one minute, Vank's target has Disadvantage on attack rolls against anyone other than Vank, and must make another WISDOM Saving Throw each time they attempt to move away from him.

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STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

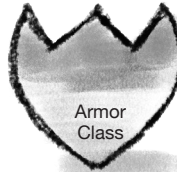
SPELLS

to hit

to damage

to hit

to damage



EQUIPMENT

TREASURE

Print at 50%, then cut around the character and fold in the middle for a flat miniature character to use in your game!

