Fury and resentment lie always just below the surface of your gleaming armor. For each wrong done you, you have sworn vengeance against those who would bring misery to the helpless. You are used to traveling on your own, meting out punishment on your terms wherever you find injustice. But recently you discovered others much like yourself, wanderers who fight monsters and defeat evildoers. True, they seem to be in it mostly for the money, but you welcome the companionship—for however long it lasts.

**BACKGROUND (Outlander)**

You are an exile, unwelcome in both civilized society and the savage tribes of your parentage. Born after an orc raid, you were abandoned at a nearby temple and raised by the acolytes within. Despite the peaceful nature of their worship, your innate anger and resentment led you to the path of the war god.

**Wanderer.** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Faction.** You are a member of the Order of the Gauntlet, an organization dedicated to smiting evil wherever it lurks and without hesitation.

**Personality Trait.** You feel far more comfortable around animals than people.

**Ideal.** You are driven to earn glory in battle.

**Bond.** You have sworn to bring terrible wrath down on evildoers.

**Flaw.** Violence is your answer to almost any challenge.

**HALF-ORC TRAITS**

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Relentless Endurance (Recharges after a Long Rest).** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.
**Divine Smite.** When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend), plus 1d8 for each spell level higher than first, to a maximum of 5d8.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Lay on Hands.** You have a pool of healing power, with which you can restore up to 35 hit points. This pool replenishes after you finish a long rest. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

**Relentless Avenger.** When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

**Spellcasting.** Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

**Spell save DC:** 14
**Spell attack modifier:** +6

**Spells Prepared:**
- 1st level (4 slots): *bane*, *compelled duel*, *hunter’s mark*, *searing smite*, *thunderous smite*, *wrathful smite*
- 2nd level (3 slots): *find steed* (brown bear), *hold person*, *magic weapon*, *misty step*

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**Equipment**

Halberd, spear, maul, plate armor, explorer’s pack, hunting trap, flute crafted from an orc’s shinbone, holy symbol (serves as a spellcasting focus), traveler’s clothes, military saddle, mastiff (see below), chunk of meat (5), belt pouch.

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**Mastiff**

*Medium beast, unaligned*

**Armor Class:** 12
**Hit Points:** 5 (1d8 + 1)
**Speed:** 40 ft.

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<td>13 (+1)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>3 (−4)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
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**Skills:** Perception +3
**Senses:** passive Perception 13
**Languages:** —

**Keen Hearing and Smell.** The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Actions**

**Bite. Melee Weapon Attack:** +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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**Brown Bear (Mount)**

*Large fey, unaligned*

**Armor Class:** 11 (natural armor)
**Hit Points:** 34 (4d10 + 12)
**Speed:** 40 ft., climb 30 ft.

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<td>19 (+4)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>6 (−2)</td>
<td>13 (+1)</td>
<td>7 (−2)</td>
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**Skills:** Perception +3
**Senses:** passive Perception 13
**Languages:** understands Common

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 4) piercing damage.

**Claws. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.