DUNGEONS & DRAGONS®

Barbalias	Paladin 13	Soldier
CHARACTER NAME	CLASS & LEVEL	BACKGROUND
	Human	Chaotic Neutral
	RACE	ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH	17 (+3)
DEXTERITY	10 (0)
CONSTITUTION	14 (+2)
INTELLIGENCE	8 (-1)
WISDOM	8 (-1)
CHARISMA	20 (+5)

INSPIRATION

+4 PROFICIENCY BONUS

○	+8	Strength
○	+5	Dexterity
○	+7	Constitution
○	+4	Intelligence
●	+9	Wisdom
●	+15	Charisma

SAVING THROWS

○	0	Acrobatics (Dex)
○	-1	Animal Handling (Wis)
○	-1	Arcana (Int)
●	+8	Athletics (Str)
○	+5	Deception (Cha)
○	-1	History (Int)
○	-1	Insight (Wis)
●	+10	Intimidation (Cha)
○	-1	Investigation (Int)
●	+4	Medicine (Wis)
○	-1	Nature (Int)
○	-1	Perception (Wis)
○	+5	Performance (Cha)
●	+10	Persuasion (Cha)
●	+4	Religion (Int)
○	0	Sleight of Hand (Dex)
○	0	Stealth (Dex)
○	-1	Survival (Wis)

SKILLS

16 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 108

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 13d10

__d10

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

I consider everyone my friend. I love to give motivational speeches. I speak much louder than appropriate at all times.

PERSONALITY TRAITS

I seek to bring happiness, health and generosity to the world. I am driven, however, by a subconscious desire to wreak chaos.

IDEALS

I made a deal with a demon prince to erase my memory, including the memory of that deal. I have a dead wife and son whose memory has been erased. I can be subconsciously reminded.

BONDS

I rarely understand what is happening. Complicated things like "math" and "maps" confuse me. I forget pretty much any plan.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
2H sword	+8	2d6+3
javelin	+8	1d6+3

ATTACKS & SPELLCASTING

9 PASSIVE WISDOM (PERCEPTION)

Armor: All and shields
Weapons: simple and martial
Tools: Dice and Vehicles (land)
Languages: Common, Goblin, (thinks he speaks Abyssal)

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP
PP

- Greatsword
- 5 javelins
- Chainmail (16 AC)
- Holy Symbol
- Rank Insignia (Infantry sergeant)
- Set of Dice
- Common Clothes
- Belt pouch
- Explorer's pack

EQUIPMENT

Soldier: You have influence with the army or organization you once served.

Divine Sense: as an action, detect the location of any celestial, fiend, or undead and any consecrated or desecrated place or object within 60 ft (1 + Cha modifier/day)

Lay on Hands: Reservoir of healing power (5hp/Paladin lvl) as an action, use this to touch and heal a character. Or, expend 5hp to heal one poison or disease.

Divine Smite: Sacrifice a spell slot to deal (1+ spell level)d8 radiant damage, when you hit with a melee weapon attack. (+1d8 against undead/fiends)

Spellcasting: 11 spell slots. Paladins can prepare (Cha Modifier + 1/2 Paladin lvl) spells each day from the Paladin spell list (11). (the spell page has suggested prepared spells that can be exchanged). Can cast a prepared level 1 spell at a higher level for which you have a slot.

Divine Health: Immune to disease and poison

Oath: Vengeance

Channel Divinity: 1/short or long rest

Aura of Protection: Add your Cha modifier to any save by you or an ally within 10ft (bonus included on character page)

Aura of Courage: You and friendly creatures within 10ft cannot be frightened while you are conscious.

Relentless Avenger: When you hit a creature with an Opportunity Attack, you may move up to have your movement speed without provoking an Opportunity Attack. This must be done immediately after the attack and as part of the same reaction.

FEATURES & TRAITS

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