DUNGEONS & DRAGONS®

# Barbalias

CHARACTER NAME

| Paladin 1 | Soldier | |
|---|---|---|
| CLASS & LEVEL | BACKGROUND | PLAYER NAME |
| Human | Chaotic Neutral | |
| RACE | ALIGNMENT | EXPERIENCE POINTS |

**STRENGTH** 17 (+3)

**DEXTERITY** 10 (0)

**CONSTITUTION** 14 (+2)

**INTELLIGENCE** 8 (-1)

**WISDOM** 8 (-1)

**CHARISMA** 16 (+3)

INSPIRATION

PROFICIENCY BONUS +2

| | | |
|---|---|---|
| ○ | +3 | Strength |
| ○ | 0 | Dexterity |
| ○ | +2 | Constitution |
| ○ | -1 | Intelligence |
| ◉ | +1 | Wisdom |
| ◉ | +5 | Charisma |

SAVING THROWS

| | | |
|---|---|---|
| ○ | 0 | Acrobatics (Dex) |
| ○ | -1 | Animal Handling (Wis) |
| ○ | -1 | Arcana (Int) |
| ◉ | +5 | Athletics (Str) |
| ○ | +3 | Deception (Cha) |
| ○ | -1 | History (Int) |
| ○ | -1 | Insight (Wis) |
| ◉ | +5 | Intimidation (Cha) |
| ○ | -1 | Investigation (Int) |
| ◉ | +1 | Medicine (Wis) |
| ○ | -1 | Nature (Int) |
| ○ | -1 | Perception (Wis) |
| ○ | +3 | Performance (Cha) |
| ◉ | +5 | Persuasion (Cha) |
| ◉ | +1 | Religion (Int) |
| ○ | 0 | Sleight of Hand (Dex) |
| ○ | 0 | Stealth (Dex) |
| ○ | -1 | Survival (Wis) |

SKILLS

16 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

__d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| 2H sword | +5 | 2d6+3 |
| javelin | +5 | 1d6+3 | |

ATTACKS & SPELLCASTING

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

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 10
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.

FEATURES & TRAITS

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