DUNGEONS & DRAGONS®

Barbalias

CHARACTER NAME

Paladin 2	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

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- ○ 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)

16 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10

__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	+5	2d6+3
javelin	+5	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: 2 spell slots. Paladins can prepare (Cha Modifier + 1/2 Paladin lvl) spells each day from the Paladin spell list. (the spell page has suggested prepared spells that can be exchanged)

FEATURES & TRAITS

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