DUNGEONS & DRAGONS®

Barbalias

CHARACTER NAME

Paladin 15	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 20 (+5)

INSPIRATION

PROFICIENCY BONUS +4

SAVING THROWS

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

SKILLS

- ○ 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)

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

16 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 124

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 15d10

__d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

ATTACKS & SPELLCASTING

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

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

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: 12 spell slots. Paladins can prepare (Cha Modifier + 1/2 Paladin lvl) spells each day from the Paladin spell list (12). (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.

Cleansing Touch: As an action remove one spell on yourself or one willing creature Cha mod/day (5)

FEATURES & TRAITS

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