

Branton Batovian

CHARACTER NAME

Paladin (1)

CLASS & LEVEL

Human/Mulan

RACE

Noble

BACKGROUND

Lawful Good

ALIGNMENT

Ash

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

12

+1

CONSTITUTION

13

+1

INTELLIGENCE

7

-2

WISDOM

10

0

CHARISMA

15

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ -2 Intelligence
- ☒ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ -2 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ 0 History (Int)
- ☐ 0 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ -2 Investigation (Int)
- ☒ +2 Medicine (Wis)
- ☐ -2 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ -2 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm clearly a cut above the unwashed masses; this should be obvious to those around me, who will look up to, and admire me for my superior qualities.

PERSONALITY TRAITS

I must protect and care for the simple folk of the land.

IDEALS

I will face any challenge to win the approval of my beloved, virtuous, and caring family.

BONDS

I secretly believe that everyone is beneath me. It's not their fault, that's just the way it is.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+5

1d6 + 3 piercing

Longsword

+5

1d8 + 3 slashing

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Dwarvish; Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

Waterskin (1); Shield (1); Signet ring (1); Bedroll (1); Rations (1 day) (10); Scroll of Pedigree (1); Rope, hempen (1); Tinderbox (1); Mess kit (1); Backpack (1); Clothes, fine (1); Chain mail (1); Torch (10); Purse (1)

EQUIPMENT

-----Actions-----

Divine Sense. Within 60 ft., detect presence of undead, celestial, or fiend. Also detect consecrated or desecrated object or place (use 3 times/long rest, see PHB 84).

Lay on Hands. You have a healing pool of 5 HPs, with it you can heal a creature or expend 5 points to cure disease or neutralize poison (use once/long rest, see PHB 84).

(additional features & traits on page 2)

FEATURES & TRAITS



Branton Batovian

CHARACTER NAME

22

AGE

Green

EYES

6'2"

HEIGHT

Tanned

SKIN

220lbs

WEIGHT

Blonde

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

*** House Batovian ***

* Sigil: Gauntleted fist clutching a rose.

* Holdings: (Something in Adrana, larger estate outside the city proper, series of smaller properties acquired through the demise of others)

* Background: The Batovians are social climbers, and in recent decades have risen from a relatively minor house to a position of ever-increasing prominence and influence in the court of Adrana, in large part through the political machinations of Countess Lucratsa and Count Derrin, the current heads of the house. As the social standing of the Batovians has grown, the more astute at court have noted important members of peripheral families continue to meet untimely ends as the result of unlikely accidents, or sudden illness. In the wake of each such incident, the Count and Countess Batovian have increased their holdings, through purchase, inheritance, or even gift. Count Derrin has always had a reputation for the ruthless pursuit of his ambitions, and rumours have begun to spread in the softest of whispers that his wife has brokered deals with darker powers to guarantee their shared plans bear fruit.

* Parents: Count Derrin & Countess Lucratsa Batovian.

* Siblings: Jaldan (elder brother by 3 years), Malika (Younger by 10 years). Numerous cousins, uncles, aunts, etc.

*** Branton Batovian ***

Second son to the Count and Countess, Branton Batovian was raised in luxury, and when it became clear during the early years of his schooling that he lacked the intellect to further the family's ambitions and intrigues

CHARACTER BACKSTORY

Position of Privilege. You are welcome in high society and common folk try to accomodate you (see PHB 135).

ADDITIONAL FEATURES & TRAITS

TREASURE