

Paladin (1)

Noble BACKGROUND

Ash PLAYER NAME

CLASS & LEVEL

Human/Mulan

Lawful Good

ALIGNMENT

**EXPERIENCE POINTS** 

STRENGTH +3

DEXTERITY

CONSTITUTION



WISDOM

CHARISMA

INSPIRATION

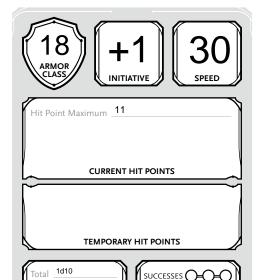
PROFICIENCY BONUS

- +3 Strength O +1 Dexterity +1 Constitution -2 Intelligence **●** <u>+2</u> Wisdom • +4 Charisma
- O +1 Acrobatics (Dex) O 0 Animal Handling (Wis)

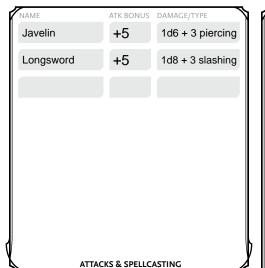
SAVING THROWS

- O -2 Arcana (Int)
- +5 Athletics (Str) O +2 Deception (Cha)
- O History (Int)
- O  $\underline{0}$  Insight (Wis)
- O +2 Intimidation (Cha) O \_-2 Investigation (Int)
- +2 Medicine (Wis)
- O \_-2 Nature (Int)
- O 0 Perception (Wis)
- O +2 Performance (Cha)
- +4 Persuasion (Cha)
- O \_-2 Religion (Int)
- O +1 Sleight of Hand (Dex)
- O +1 Stealth (Dex)  $\bigcirc \ \underline{0} \quad \text{Survival } (\mathbb{W} \text{is})$

SKILLS



HIT DICE



FAILURES O=O=C

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

--Actions----

Divine Sense. Within 60 ft., detect presense 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)

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Dice Set

Weapon Proficiencies: Martial; Simple

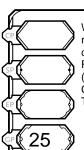
Armor Proficiencies: Heavy; Light; Medium;

Shields

Language Proficiencies: Common; Dwarvish;

Elvish

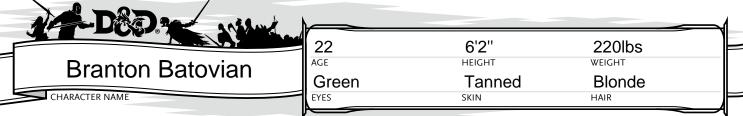
OTHER PROFICIENCIES & LANGUAGES

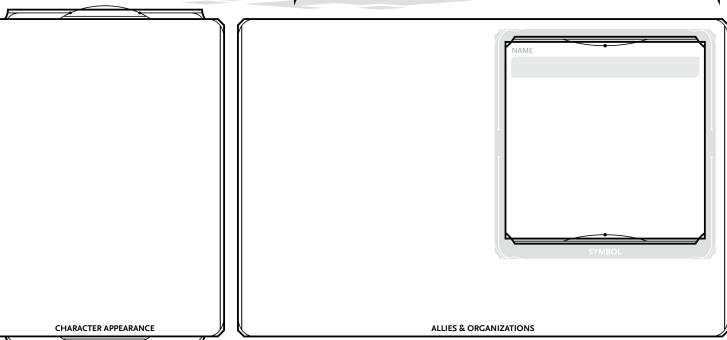


Waterskin (1); Shield (1); Signet ring (1); Bedroll (1); Rations (1 day) (10); Scroll of Pedigree (1); Rope, hempen (1); Tinderbox (1); Mess kit (1); Backpack (1); Clothes, fine (1); Chain mail (1); Torch (10); Purse (1)

**EQUIPMENT** 

**FEATURES & TRAITS** 





- \*\*\* 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

CHARACTER BACKSTORY

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

**ADDITIONAL FEATURES & TRAITS**