D&D BEYOND

Skyler Stormwind

CHARACTER NAME

Paladin 16		
CLASS & LEVEL		PLAYER NAME
Air Genasi	Noble	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+5 (21)
DEXTERITY	+0 (10)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (8)
WISDOM	+1 (12)
CHARISMA	+3 (16)

○	+9	Strength
○	+4	Dexterity
○	+8	Constitution
○	+3	Intelligence
⊙	+10	Wisdom
⊙	+12	Charisma

Saving Throw Modifiers

+3 Bonus on saves
+1 Bonus on saves
Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+0	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+10	Athletics	STR
○	+3	Deception	CHA
Ⓟ	+4	History	INT
○	+1	Insight	WIS
○	+3	Intimidation	CHA
○	-1	Investigation	INT
○	+1	Medicine	WIS
○	-1	Nature	INT
○	+1	Perception	WIS
○	+3	Performance	CHA
Ⓟ	+8	Persuasion	CHA
Ⓟ	+4	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
○	+1	Survival	WIS
○			
○			
○			

SKILLS

+0
INITIATIVE

ARMOR
22
CLASS

Resistances - Lightning
Immunities - Charmed, Disease, Frightened

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
164		--

HIT POINTS

Total 16d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Dragonchess Set

=== LANGUAGES ===
Celestial, Common, Primordial

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Channel Divinity • 1 / Short Rest
Your oath allows you to channel divine energy to fuel magical effects. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws (DC 16).

Cleansing Touch • 3 / Long Rest
You can use your action to end one spell on yourself or on one willing creature that you touch 3 times per long rest.

Divine Sense • 4 / Long Rest
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

Lay on Hands Pool • 80 / Long Rest
You have a pool of healing power that can restore 80 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Javelin	+10	1d6+7 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+11	1d8+8 Slashing	Martial, Versatile
Shocking Grasp	+8	3d8 Lightning	V/S
Unarmed Strike	+10	6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Skyler Stormwind	Paladin 16	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Air Genasi	Noble
	RACE	BACKGROUND	EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

| 4 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 80 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

| Lay on Hands Pool: 80 / Long Rest • 1 Action

* Fighting Style • PHB 84
You adopt a style of fighting as your specialty.

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* Spellcasting • PHB 84
You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 16, Spell Attack +8). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85
When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

| Special

* Divine Health • PHB 85
You are immune to disease.

* Sacred Oath • PHB 85

| Oath of Devotion

| Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 86
You gain two Channel Divinity options:

Sacred Weapon - As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add +3 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

Turn the Unholy - As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a WIS saving throw (DC 16). On failure, it is turned for 1 minute or until it takes damage.

| Channel Divinity: Sacred Weapon: 1 Action

| Channel Divinity: Turn the Unholy: 1 Action

* Oath Spells • PHB 86
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* Ability Score Improvement • PHB 85

* Extra Attack • PHB 85
You can attack twice, instead of once, whenever you take the Attack action on your turn.

| 1 Action

* Aura of Protection • PHB 85
While you are conscious, you grant all friendly creatures (including you) within 10 ft. a +3 bonus to all saving throws.

* Aura of Devotion • PHB 86
While you are conscious, friendly creatures (including you) within 10 ft. can't be charmed.

* Aura of Courage • PHB 85
While you are conscious, you and friendly creatures within 10 ft. can't be frightened.

* Improved Divine Smite • PHB 85
Whenever you hit with a melee weapon attack, the target takes an extra 1d8 radiant damage.

| Special

* Cleansing Touch • PHB 85
You can use your action to end one spell on yourself or on one willing creature that you touch 3 times per long rest.

| 3 / Long Rest • 1 Action

* Purity of Spirit • PHB 86
You are always under the effects of a protection from evil and good spell.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	30
PP	10

WEIGHT CARRIED	163.5 lb.
ENCUMBERED	315 lb.
PUSH/DRAG/LIFT	630 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Bag of Holding	1	15 lb.
Belt of Hill Giant Strength	1	--
Cloak of Protection	1	--
Shield, +1	1	6 lb.
Potion of Healing (Greater)	1	0.5 lb.
Longsword, +1	1	3 lb.
Plate	1	65 lb.
Javelin	4	8 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Pouch	1	1 lb.
Pouch	1	1 lb.
Amulet	1	1 lb.
Bedroll	1	7 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Belt of Hill Giant Strength	1	--
Cloak of Protection	1	--

EQUIPMENT

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Skyler Stormwind

CHARACTER NAME

Paladin 16

CLASS & LEVEL

PLAYER NAME

Air Genasi

RACE

Noble

BACKGROUND

EXPERIENCE POINTS

=== AIR GENASI RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 16
You are a Humanoid.

* Size • MotM 16
You choose between Medium or Small when you select this race.

* Speed • MotM 16
Your walking speed is 35 ft.

* Darkvision • MotM 16
You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light, only discerning colors in that darkness as shades of gray.

* Unending Breath • MotM 16
You can hold your breath indefinitely while you're not incapacitated.

* Lightning Resistance • MotM 16
You have resistance to lightning damage.

* Mingle with the Wind • MotM 16
You learn shocking grasp. At 3rd level you can cast feather fall, and at 5th level you can cast levitate, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Charisma •
Charisma is your spellcasting ability for these spells when you cast them with this trait.

=== FEATS ===

* Sentinel • PHB 169
When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 1 Reaction

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Skyler Stormwind

CHARACTER NAME

Male	28	Medium	6' 2"	190
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Torm	Light blue	Steel blue	Silver-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

My favor, once lost, is lost forever. If you do me an injury, I will crush you, ruin your name, and salt your fields.

PERSONALITY TRAITS

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

IDEALS

My house's alliance with another noble family must be sustained at all costs.

BONDS

By my words and actions, I often bring shame to my family.

FLAWS

Skyler Stormwind was born under the open sky of a rare serene night, the gentle breezes of the elemental plane of air whispering secrets to the world below. His parents, both scholars of the elemental mysteries, were delighted to welcome their Air Genasi child into the world. They named him Skyler, a name symbolizing the boundless sky from which his spirit seemed to have descended.

Raised in the noble House Stormwind, Skyler grew up amidst the tumult of high society and the expectations that came with his lineage. The Stormwinds were known not just for their elemental heritage but also for their longstanding alliance with the House Highcloud, another noble family whose roots were rumored to trace back to the tempestuous elemental chaos. From a young age, Skyler was taught the importance of this alliance, which had kept peace and prosperity in their region for generations.

Despite the comfort and luxury of his upbringing, Skyler often felt stifled by the weight of his heritage. The rules of nobility, the constant political games, the never-ending cycle of social events—all of it seemed to suffocate him more than any lack of air ever could. He craved independence, a chance to prove his worth beyond his noble title and elemental blood.

As he grew older, Skyler's desire for personal validation led him to the path of the Paladin. It was during a clandestine visit to an ancient temple of Torm, the god of courage and self-sacrifice, that Skyler felt a profound calling. The teachings spoke of honor, righteousness, and the protection of the innocent—ideals that resonated deeply with him. On that sacred ground, under the light of the moon, Skyler swore his Oath of Devotion, dedicating his life to upholding these principles, believing that through this path, he could forge his identity separate from his family's expectations.

However, embracing the life of a Paladin was not without its consequences. His actions, driven by a fierce determination to act honorably and justly, often clashed with the more diplomatic and sometimes underhanded methods of his family. His straightforward and uncompromising nature led to several public incidents where he called out dishonesty and corruption among the nobility, including members of his own family. These actions brought him both admiration and disdain, often causing embarrassment and political headaches for his parents.

One particularly dramatic event defined the beginning of his true journey. During a grand ball meant to celebrate the renewal of the alliance between the Stormwinds and the Highclouds, Skyler discovered a plot by a faction within his own family to overthrow the Highclouds and seize their territories. Unable to tolerate the betrayal of the ideals he held so dear, Skyler exposed the conspiracy in front of the gathered nobility, preventing a bloody coup but shattering the fragile peace his family had maintained for so long.

Disgraced and denounced by his own kin, Skyler found himself stripped of his title and his right to the Stormwind name. But rather than breaking him, this ostracism only steeled his resolve. With nothing but his armor, his sword, and a few belongings, Skyler left his home to travel the lands as a knight-errant.

His wanderings took him through troubled lands where he fought against bandits, protected caravans, and aided villages plagued by monsters. Each deed, each challenge he faced, was a step away from his past and a step towards becoming the embodiment of the ideals he so fervently believed in.

But Skyler could never fully sever the ties to his family. The alliance he had once helped preserve was now under threat due to the fallout from his revelations. The bond, forged over centuries, now depended on him, not as a noble but as a Paladin sworn to protect the greater good. Skyler knew that one day, he would have to return and face the consequences of his actions, not just to restore his honor but to prevent the downfall of everything his family had built.

As he sets out on his adventures, Skyler Stormwind is a complex character: a noble by birth but a knight by choice, fiercely independent yet bound by duty to the very ties he wishes to transcend. His journey is one of redemption, not just for himself but for his family and their allies, driven by a deep-seated need to prove that one's worth is defined not by blood or title, but by one's actions and choices.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Paladin

SPELLCASTING CLASS

CHA	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Shocking Grasp	Mingle with the Wind	+8	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
P	Protection from Evil and Good <C>	Paladin (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P	Sanctuary	Paladin (Always Prepared)	WIS 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Command	Paladin	WIS 16	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Compelled Duel <C>	Paladin	WIS 16	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
O	Searing Smite <C>	Paladin	CON 16	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 16	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
O	Wrathful Smite <C>	Paladin	WIS 16	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Ceremony	Paladin	--	1h	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	1/LR, D: 1m, V/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
P	Lesser Restoration	Paladin (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Zone of Truth	Paladin (Always Prepared)	CHA 16	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Locate Object <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Magic Weapon <C>	Paladin	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Paladin	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Levitate <C>	Mingle with the Wind	CON 16	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1/LR, D: 10m, V/S/M
O	Levitate <C>	Mingle with the Wind	CON 16	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Aura of Vitality <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 216	D: 1m, 30 ft. Sphere, V
O	Revivify	Paladin	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Beacon of Hope <C>	Paladin (Always Prepared)	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
P	Dispel Magic	Paladin (Always Prepared)	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Create Food and Water	Paladin	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Daylight	Paladin	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Magic Circle	Paladin	CHA 16	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Remove Curse	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Blinding Smite <C>	Paladin	CON 16	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Crusader's Mantle <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 230	D: 1m, 30 ft. Sphere, V
O	Elemental Weapon <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 237	Special: *, D: 1h, V/S
O	Spirit Shroud <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
O	Purge Contamination	Paladin	--	1h	Touch	V,S,M	Instantaneous	DoDR 228	V/S/M

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Paladin

SPELLCASTING CLASS

CHA	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Invoke the Amaranthine	Paladin	--	10m	Self	V,S,M	24 hours	HCS 51	D: 24h, V/S/M
	=== 4th LEVEL ===	2 Slots OO							
O	Aura of Purity <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Banishment <C>	Paladin	CHA 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
P	Freedom of Movement	Paladin (Always Prepared)	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
P	Guardian of Faith	Paladin (Always Prepared)	DEX 16	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
O	Death Ward	Paladin	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Locate Creature <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Aura of Life <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Staggering Smite <C>	Paladin	WIS 16	1BA	Self	V	Concentration, up to 1 minute	PHB 278	D: 1m, V
O	Find Greater Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	XGtE 156	V/S

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