

# Aludra Oathtaker

CHARACTER NAME

<b>Paladin 1</b>	<b>Acolyte</b>	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
<b>Half-orc (m)</b>	<b>Neutral</b>	<b>0</b>
RACE	ALIGNMENT	EXPERIENCE POINTS

**STRENGTH**  

+5

20

**DEXTERITY**  

+2

14

**CONSTITUTION**  

+2

15

**INTELLIGENCE**  

+0

10

**WISDOM**  

+0

10

**CHARISMA**  

+1

13

**INSPIRATION**  

+2

**PROFICIENCY BONUS**  

+2

☐ +5 Strength

☐ +2 Dexterity

☐ +2 Constitution

☐ +0 Intelligence

☒ +2 Wisdom

☒ +3 Charisma

**SAVING THROWS**

☐ +2 Acrobatics (Dex)

☐ +0 Animal Handling (Wis)

☐ +0 Arcana (Int)

☒ +7 Athletics (Str)

☐ +1 Deception (Cha)

☐ +0 History (Int)

☒ +2 Insight (Wis)

☒ +3 Intimidation (Cha)

☐ +0 Investigation (Int)

☐ +0 Medicine (Wis)

☐ +0 Nature (Int)

☐ +0 Perception (Wis)

☐ +1 Performance (Cha)

☒ +3 Persuasion (Cha)

☒ +2 Religion (Int)

☐ +2 Sleight of Hand (Dex)

☐ +2 Stealth (Dex)

☐ +0 Survival (Wis)

**SKILLS**

☐ +2 Acrobatics (Dex)

☐ +0 Animal Handling (Wis)

☐ +0 Arcana (Int)

☒ +7 Athletics (Str)

☐ +1 Deception (Cha)

☐ +0 History (Int)

☒ +2 Insight (Wis)

☒ +3 Intimidation (Cha)

☐ +0 Investigation (Int)

☐ +0 Medicine (Wis)

☐ +0 Nature (Int)

☐ +0 Perception (Wis)

☐ +1 Performance (Cha)

☒ +3 Persuasion (Cha)

☒ +2 Religion (Int)

☐ +2 Sleight of Hand (Dex)

☐ +2 Stealth (Dex)

☐ +0 Survival (Wis)

**AC**  

16

**INITIATIVE**  

+2

**SPEED**  

30 ft.

**Hit Point Maximum** 12

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

**Total** 1d10  
HIT DICE

**Successes** ☐ ☐  
**Failures** ☐ ☐

**PERSONALITY TRAITS**  
 Protective and slow to trust

**IDEALS**  
 Power and Rage of the holy Storm Father

**BONDS**  
 Loyal to those that have gained her trust

**FLAWS**  
 Goes into a bloodlust rage and becomes unaware of what happens next

**10** PASSIVE WISDOM (PERCEPTION)

**Weapons** simple weapons, martial weapons

**Armors** all armor, shields,

**Tools**

**Languages** Common, Elvish, Giant, Orc

**EQUIPMENT**

**CP**  
0

**SP**  
0

**EP**  
0

**GP**  
150

**PP**  
0

Greatsword, morningstar, dagger, chain mail, holy symbol/emblem, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hempen 50 feet, holy symbol/amulet, clothes/common, robes, prayer book, belt pouch

Equipment weight 129 lb - Cost 177.5 gp

Coins weight 0.15 lb

**FEATURES & TRAITS**  
 Divine Sense (2/long rest)  
 The presence of strong evil registers on your Senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an Action, you can open your awareness to detect such forces within 60ft.

Lay on Hands (pool: 40 pts)  
 As an Action, you can touch a creature and draw power from the pool to restore a number of Hit Points to that creature, up to the maximum amount remaining in your pool. You may also spend 5pts to heal a minor disease or poison.

Relentless Endurance  
 Once per long rest, when you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead

Savage Attacks  
 When you score a critical hit with a melee weapon Attack, one extra of the weapon's damage dice.

Shelter of the Faithful  
 You and your Adventuring Companions can expect to receive free Healing and care at a Temple, shrine, or other established presence of your faith

Darkvision (60 ft.)  
 Menacing

**PROFICIENCIES & LANGUAGES**



# Aludra Oathtaker

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	<b>6 ft (Medium)</b>	<b>180 lb.</b>
AGE	HEIGHT	WEIGHT
<b>Black</b>	<b>Dark Green</b>	<b>Burnt Orange</b>
EYES	SKIN	HAIR

Muscular AF, carries weapons constantly, always ready for battle

## APPEARANCE

Order of the Storm Father and Mother Wind

Adventure College

## ALLIES & ORGANIZATIONS

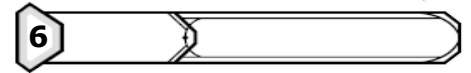
Acolyte

Found by the clerics at a mountain top monastery, Storm's End. Honors Storm Father and Wind Mother. Monastery was murdered, elvish clerics and giant gardeners. Now protects the innocent and roams the land hunting evil

## CHARACTER BACKSTORY

## ADDITIONAL FEATURES

## TREASURE

[illegible]

7

[illegible]

9