

Aurelius Glintscale

CHARACTER NAME

Paladin (Devotion)

CLASS & LEVEL

Noble

BACKGROUND

PLAYER NAME

Silver Dragonborn

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

0

10

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

0

10

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☐ 0 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex) (Disadv.)
- ☐ 0 Survival (Wis)

SKILLS

16

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 20 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+5

2d6+3

Javelin

+5

d6+3

Range 30/120

Great Weapon Fighting: Reroll 1's or 2's on damage die with melee weapons.

☐ Cold Breath (Action): 15ft cone, DC12 Constitution save, 2d6 damage or half as much on a success. Recharges on short rest.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages:

-- Common
-- Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

PP

Greatsword
5 javelins

Chainmail

Explorer's Pack:

-- Backpack
-- Bedroll
-- Mess Kit
-- Tinderbox
-- 10 torches
-- 50ft of rope

EQUIPMENT

Cold Resistance

☐☐☐ Divine Sense (Action): Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. Recharges on long rest.

Lay on Hands: You have a pool of hit points equal to 5x your Paladin level. As an action, you can touch a target and transfer any number of these hit points to them. Alternatively, you can spend 5 hit points to cure the target of one disease or poison afflicting it. Recharges on long rest.

Divine Smite: When you hit with a melee weapon attack, you can expend one spell slot to deal an extra 2d8 radiant damage (+1d8 per spell level above 1st).

Divine Health: You are immune to disease.

☐ Channel Divinity:
-- Sacred Weapon (Action): For one minute, your sword sheds bright light in a 20ft radius and you add your Charisma modifier to attack rolls with it.
-- Turn the Unholy (Action): Each fiend or undead within 30ft must make a DC12 Wisdom saving throw or be turned for one minute.

FEATURES & TRAITS

Paladin

SPELLCASTING
CLASS

Charisma (+2)

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

3

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

3

Paladin

SPELL NAME

- ☐ Bless
- ☐ Protection from Evil and Good
- ☐ Sanctuary
- ☐ Searing Smite
- ☐ Shield of Faith
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

2

4

5

BLESS

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

Bless up to 3 creatures. Whenever they make an attack roll or saving throw, they can add 1d4 to their d20 roll.

PROTECTION FROM EVIL AND GOOD

Casting Time: 1 action

Range: Touch

Duration: Concentration, 10 minutes

One creature you touch is protected from aberrations, celestials, elementals, fey, fiends, and undead. Attack rolls from these creatures have disadvantage, and the target cannot be frightened, charmed, or possessed by them.

SANCTUARY

Casting Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

Any creature attacking the target must pass a Wisdom saving throw or choose a different target. If the target attacks, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

SEARING SMITE

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, 1 minute

The next time you hit a creature with a melee weapon attack, it deals an extra 1d6 fire damage and causes the target to ignite in flames. At the start of each of its turns, the target must make a Constitution saving throw or take 1d6 fire damage. The spell ends on a successful save or if the creature or an ally uses an action to douse the flames.

SHIELD OF FAITH

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, 10 minutes

One creature of your choice gains +2 AC.