

## Rosie Underbough

CHARACTER NAME

Paladin (Redemption) Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Halfling

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

0

11

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +3 Dexterity
- ☐ 0 Constitution
- ☐ 0 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

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

SKILLS

17

ARMOR CLASS

+3

INITIATIVE

25

SPEED

Hit Point Maximum 16 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+5

d8+5

Shortbow

+5

d6+3

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Languages:

-- Common

-- Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Studded Leather Armor  
Shield

Rapier

Explorer's Pack:

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

EQUIPMENT



**Lucky:** When you roll a 1 on an attack roll, saving throw, or ability check you may reroll the die.

**Brave:** You have advantage on saving throws against being frightened.

**Halfling Nimbleness:** You can move through the space of any creature that is of a size larger than yours.

**Naturally Stealthy:** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

☐ ☐ ☐ **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:**

- **Emissary of Peace:** As a bonus action, you grant yourself +5 to Persuasion checks for the next 10 minutes.
- **Rebuke the Violent:** Immediately after an attacker within 30ft of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a DC13 Wisdom save. On a failed save, the attacker takes damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

FEATURES & TRAITS

# Paladin

SPELLCASTING  
CLASS

Cha (+3)

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

3

PREPARED

SPELL NAME

- ☐ Bless
- ☐ Command
- ☐ Cure Wounds
- ☐ Heroism
- ☐ Sanctuary
- ☐ Sleep

2

## 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.

## COMMAND

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

Speak a one-word command to a creature you can see within range. The target must pass a Wisdom saving throw or spend its next turn following your command. The spell fails if the target is undead or if the command is directly harmful to it.

## CURE WOUNDS

**Casting Time:** 1 action

**Range:** Touch

Target regains hit points equal to 1d8+your spellcasting ability modifier.

## HEROISM

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Concentration, 1 minute

Until the spell ends, one creature you touch is immune to being frightened and gains 3 temporary hit points at the start of each of its turns.

## 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.

## SLEEP

**Casting Time:** 1 action

**Range:** 90ft

**Duration:** 1 minute

Choose a point within range and roll 5d8.

Creatures within 20ft of the point are put to sleep in ascending order of hit points, until you have affected a total number of hit points equal to your roll.