

Faelin

CHARACTER NAME

Paladin (Devotion) [3]

CLASS & LEVEL

Noble

BACKGROUND

Meagen

PLAYER NAME

Elf (Wood)

RACE

Lawful Good

ALIGNMENT

1000

EXPERIENCE POINTS

STRENGTH

18

4

DEXTERITY

18

4

CONSTITUTION

17

3

INTELLIGENCE

13

1

WISDOM

16

3

CHARISMA

17

3

1

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 4 Strength
- ☐ 4 Dexterity
- ☐ 3 Constitution
- ☐ 1 Intelligence
- ☒ 5 Wisdom
- ☒ 5 Charisma

SAVING THROWS

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

SKILLS

22

ARMOR CLASS

4

INITIATIVE

35'

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world. Despite my noble birth, I do not place myself above other folk. We all have the same blood.

PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me.

IDEALS

My loyalty to my Goddess is unwavering.

BONDS

In fact, the world does revolve around me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Longsword (V) 6 1d8/1d10 +4 S

Longbow 6 1d8 (150/600)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Perception
Persuasion
Religion
History, Insight

All Armour
Shields
Simple & Martial Weapons

One type of gaming set

OTHER PROFICIENCIES & LANGUAGES

CP Longsword
SP Shield
EP Longbow
GP 30 Arrows
RP Explorers pack
Chain mail
Holy Symbol
Fine clothes
Signet Ring
Scroll of Pedigree

25

EQUIPMENT

HP Rolls: 10,9,10

Goddess: Ehlonna our Lady of the Forests
Champion of Ehlonna

Dex +2, Wis +1

Darkvision 60'

Adv vs being Charmed

Magic cannot put me to sleep

4 hr Trance instead of sleep for long rest

Base movement speed 35'

Mask of the Wild: I can hide even when only lightly obscured by foliage, heavy rain, snow, mist, etc

Languages: Common, Elvish

Channel Divinity (1/long rest):

- Sacred Weapon: +CHA bonus magic weapon for 1 min, glows 20'/20'

- Turn the Unholy: 30'R, Save vs WIS, 1 min

Divine Smite: expend a spell slot and do (LVL+1)d8 extra damage

Divine Health: Immune to Disease

Divine Sense: Detect Celestial, Fiend or Undead 60'R. Use (CHA bonus + 1)/long rest.

Lay on Hands: (Lvl x 5)HP of healing/long rest

Fighting Style: Defense. 5'R, impose disadvantage on attacks on other people.

Spells: prepare CHA mod + Lvl/2 spells

Oath spells (always prepared for free): Protection from Evil/Good, Sanctuary

FEATURES & TRAITS



Faelin

CHARACTER NAME

103
AGE

Green
EYES

5'3"
HEIGHT

Copper
SKIN

118 lbs (50kg)
WEIGHT

Blond
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Position of Privilege: Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accomodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Paladin

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK
BONUS

0

CANTRIPS

3 Cantrips known:

Resistance (+1d4 to next save)

Sacred Flame (1d8 radiant,60'range)

Spare the Dying (Auto stabilize)

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

Protection from Evil/Good

☐ (disadv to attacks, 10min)

☐ Sanctuary (WIS save to attack)

☐ Prepare 4 more:

☐ Compelled Duel (Wis Save)

☐ Cure Wounds (1d8+5 HP)

☐ Thunderous Smite (+2d6,10'push,300'boom)

☐ Shield of Faith (+2AC, C/10min)

4

7

8

2

5

9

SPELLS KNOWN



Faelin

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Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Flap Pouch

Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Middle Pouch

Bed Roll

Rope

Ammo

Torches

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

Main Pouch