`Stan of the rust ir’n Half-Elf Pal 6,

12245 XP

5’8”, chonky build, brown hair, a scraggly beard

Soldier Background

Follows the God Torm

14 Str +2

8 Int - 1

12 Dex +1

9 Wis -1

18 Con +4

16 Chr +3

AC: 18

HP: 57/64 (6/6)

Prof Bonus: +3

Hit Dice: 1d10

Initiative +1

Pass Perception +12

Save Profs:

Wisdom +2

Charisma +5

Skill/Tool Profs:

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (str) +5 ■

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (chr) +6 ■

Investigation (Int)

Medicine (wis) +2 ■

Perception (wis) +2 ■

Performance (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex) + 1

Survival (Wis)

Persuasion (chr) +6 ■

Attacks(x2):

* Longsword: +5 to hit (1d8 + 2)
* +1 Lance: +6 to hit (1d12 + 3) has a range of 10 ft
* Shortbow: +4 to hit (1d6 +1, 80/320 ft)

Spell slots: spell cast +6spell save 14

* 1st 4/4
* 2nd 1/2
* Channel

divinity 1/1

Spells

* 1st
  + Bless
  + Thunderous Smite
  + command
  + divine favor
* 2nd
  + Zone of Truth
  + Find Steed

Oath spells (always prepared):

* Sanctuary
* Sleep
* Calm emotions
* Hold person

Abilities:

Half-Elf Abilities

* Darkvision 60 ft.
* Fey Ancestry: adv. On saving throws vs. being charmed, and you can’t be put to sleep magically

Paladin Abilities

* Divine Sense (4/long rest): know the location and type of all celestial, fiend, or undead within 60 ft.
  + 3/4
* Lay on hands   
  (pal level \* 5 hp/long rest)
  + 30/30
* Protection fighter
* Oath of Redemption
* Aura of protection 10ft +3 on saving throws
* Feat: Mounted proficiency

Soldier Feature: Military Rank

Inventory:

* 2000 GP in gems
* 441 GP
* 45 pieces of flash paper
* 3 bars of soap
* diamond
* Half plate of radiant resistance
  + Disadvantage on stealth checks
* Shield
* Desert hat – Canvas with yellow trim + desert clothing
* 1 vial of holy water
* Arrow-Catching Shield
  + +2 AC against ranged attacks
* Longsword
* Shortbow
* 39 Arrows
* Holy Symbol (Emblem on Shield)
* Dungeoneer’s Pack
  + Backpack
  + Crowbar
  + Hammer
  + 10 Pitons
  + 10 Torches
  + A Tinderbox
  + 4 healing poitions
  + 1 greater healing potion
  + 10 Days of Rations
  + A Waterskin
  + 50 ft. of Hempen Rope
  + Owed 1 gem by leon
* Dragonchess Set

Other Info:

Languages:

* Common
* Elvish
* Dwarvish

Character Traits:

* Mysterious mistake in the past

Backstory:

Former soldier who wanders the land to bring justice throughout

Oath of Redemption:

* Don’t resort to violence easily
* Everyone is worthy of redemption

Channel divinity (once per rest):

* **Emissary of Peace**. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.
* **Rebuke the Violent**. You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet 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 Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage

NOTES:

* Captain of guard of cursed town: morrison
* Enya Cleric of doom
* Other cleric zuran
* Notes on congregants
  + Daria
    - Tree that moved
    - Encountered when harvesting
  + Enya: might have been expanding the orchard
* Notes on train:
  + Horse in back car
  + In car with nice large family: patmat
  + Patriarch – Eliot

Warhorse

Large beast, Unaligned

Armor Class 11

Hit Points 19 (3d10+3)

Speed 60 ft.

STR

18 (+4)

DEX

12 (+1)

CON

13 (+1)

INT

2 (-4)

WIS

12 (+1)

CHA

7 (-2)

Senses passive Perception 11

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) bludgeoning damage.