



DUNGEONS & DRAGONS

Clutch Father Branesh

CHARACTER NAME

Paladin

CLASS

PLAYER NAME

Dragonborn

RACE

EXPERIENCE POINTS & LEVEL

STRENGTH

17

+3

DEXTERITY

12

+1

CONSTITUTION

13

+1

INTELLIGENCE

8

-1

WISDOM

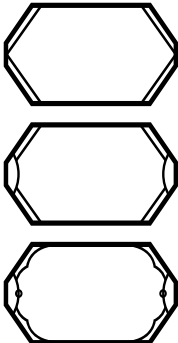
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CHARISMA

15

+2



WEAPONS

Longsword

ARMOUR

Shield, Chain Mail

EQUIPMENT

Priests Pack, Holy symbol.

Resistant to Cold

damage

Divine Sense (3; Recharges after a Long Rest).

As an action, you can open your awareness to sense strong evil and powerful good. 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.

You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier.

Lay on Hands. You have a pool of healing power, with which you can restore up to 5 hit points. This pool replenishes after you finish a long rest. 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. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. Can't work in undead or constructs.

EQUIPMENT

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8 (1d10) Slashing
Cone of COLD	CON race	15ft cone 2d6 cold
	DC 12	1 use per short rest

ATTACKS & SPELLCASTING

Hit Point Maximum 11

CURRENT HIT POINTS

+2

PROFICIENCY

18

ARMOUR
CLASS

+1

INITIATIVE

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

SAVING THROWS

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

SKILLS

Speed: 30ft
Languages: Common, Draconic
Proficiencies: All Armour, Shields. Simple weapons, Martial Weapons

NOTES