

CONQUEROR

(CHARACTER NAME)

CLASS: PALADIN

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+3
STRENGTH

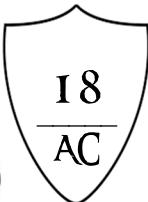
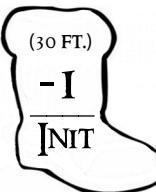
-1
DEXTERITY

+2
CONSTITUTION

+0
INTELLIGENCE

+1
WISDOM

+5
CHARISMA



SPECIAL

Wrathful Smite.

On a hit with a maul attack, you may choose to deal additional damage and frighten the target. [3d8 psychic, lasts 1 min. (WIS save: no fear – action to repeat)].

REACTIONS

Opportunity Attack.

∞ When an enemy exits your melee range, attack it with your maul.

ITEMS

EQUIPMENT:

Main Hand. Maul (2-handed).

Off-Hand.

Armor. Splint Mail.

TOOLS/KITS:

Land Vehicles. You may operate a chariot within town limits.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d10+2.

BACKPACK:

Diplomat's Pack.

- chest
- map/scroll case (2)
- ink, pen, sealing wax, paper (5)
- fine clothes, soap, perfume
- lamp, oil flask (2)
- insignia of military rank

MONEY: Copper: _____ Silver: _____ Gold: 50

ATTACKS (+5)

Maul. ∞
Melee, 2d6+3 bludgeoning.

BONUS ACTIONS

ABILITIES (DC 13)

Chosen One.

Heal a creature for 10 hit points and cure them of all poisons and diseases. [Touch range].

Command.

Speak a one-word command which a target must follow. Examples include *approach*, *release*, *flee*, *grovel*, and *halt*. [60 ft. range, lasts 1 round (WIS save: no effect)].

Conquering Presence.

Frighten all creatures within 30 ft. [Self range, lasts 1 min. (WIS save: no fear – repeat each round)].

Menacing Maul.

On a hit with a maul attack, you may choose to deal additional damage and frighten the target [1d6 psychic, lasts 1 round (WIS save: no effect)].

FEATURES

Conqueror's Constitution. You are immune to disease.

Heavily Armored. You make DEX checks for stealth with disadvantage.