



DUNGEONS &amp; DRAGONS®

Kushiel

CHARACTER NAME

Paladin 9, Sorcerer 1

Courtier

Tony M

CLASS &amp; LEVEL

BACKGROUND

PLAYER NAME

Aasimar

Chaotic Good

21,500

RACE

ALIGNMENT

EXPERIENCE POINTS

|          |    |
|----------|----|
| STRENGTH | 19 |
|          | +4 |

|                      |
|----------------------|
| INSPIRATION          |
| +4 PROFICIENCY BONUS |

|           |    |
|-----------|----|
| DEXTERITY | 8  |
|           | -1 |

|  |
|--|
| SAVING THROWS  |
| <input type="radio"/> +4 Strength<br><input type="radio"/> +2 Dexterity<br><input type="radio"/> +5 Constitution<br><input type="radio"/> +3 Intelligence<br><input type="radio"/> +9 Wisdom<br><input type="radio"/> -10 Charisma |

|              |    |
|--------------|----|
| CONSTITUTION | 14 |
|              | +2 |

|              |    |
|--------------|----|
| INTELLIGENCE | 10 |
|              | +3 |

|        |    |
|--------|----|
| WISDOM | 14 |
|        | +2 |

|          |    |
|----------|----|
| CHARISMA | 16 |
|          | +3 |

|  |
|--|
| SKILLS   |
| <input type="radio"/> -1 Acrobatics (Dex)<br><input type="radio"/> +2 Animal Handling (Wis)<br><input type="radio"/> +0 Arcana (Int)<br><input type="radio"/> +8 Athletics (Str)<br><input type="radio"/> -3 Deception (Cha)<br><input type="radio"/> +0 History (Int)<br><input type="radio"/> +6 Insight (Wis)<br><input type="radio"/> +7 Intimidation (Cha)<br><input type="radio"/> +0 Investigation (Int)<br><input type="radio"/> +2 Medicine (Wis)<br><input type="radio"/> +0 Nature (Int)<br><input type="radio"/> +2 Perception (Wis)<br><input type="radio"/> +3 Performance (Cha)<br><input type="radio"/> +7 Persuasion (Cha)<br><input type="radio"/> +0 Religion (Int)<br><input type="radio"/> -1 Sleight of Hand (Dex)<br><input type="radio"/> -1 Stealth (Dex)<br><input type="radio"/> ++2 Survival (Wis) |

|                       |              |                   |
|-----------------------|--------------|-------------------|
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| Aasimar               | Chaotic Good | 21,500            |
| RACE                  | ALIGNMENT    | EXPERIENCE POINTS |

|                              |              |          |
|------------------------------|--------------|----------|
| 21 ARMOR CLASS               | 4 INITIATIVE | 30 SPEED |
| Hit Point Maximum 90         |              |          |
| CURRENT HIT POINTS 90        |              |          |
| TEMPORARY HIT POINTS         |              |          |
| Total 8d10 + 2d8<br>9d10 1d6 |              |          |
| HIT DICE                     |              |          |
| SUCCESSES ○○○                |              |          |
| FAILURES ○○○                 |              |          |
| DEATH SAVES                  |              |          |

| NAME                   | ATK BONUS | DAMAGE/TYPE   |
|------------------------|-----------|---------------|
| Dawnbringer            | +10       | 1d8+6 Radian  |
| Lance                  | +8        | 1d12+4 Pierce |
| Javelin                | +9        | 1d6+4 Pierce  |
| 2 Sorcery Points       |           |               |
| 4 1st Level Spells     |           |               |
| 3 2nd Level Spells     |           |               |
| 3 3rd Level Spells     |           |               |
| ATTACKS & SPELLCASTING |           |               |

|                                |                 |
|--------------------------------|-----------------|
| 16 PASSIVE WISDOM (PERCEPTION) | Scorpion Armour |
| CP                             | Golden Lion     |
| SP                             |                 |
| EP                             |                 |
| GP                             |                 |
| PP                             |                 |
| EQUIPMENT                      |                 |

|            |
|------------|
| Languages: |
| Common     |

OTHER PROFICIENCIES &amp; LANGUAGES

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|--|
| Shield Master                                |
| Turn the Faithless                           |
| 2 ATKs per turn                              |
| Friendlies in 10ft get CHA modifier to saves |
| Inside Knowledge of court intrigue           |
| Lay on Hands                                 |
| Disease Immunity                             |
| Oath of Ancients Paladin                     |
| Natures Wrath                                |
| Resistant to: Radiant, Necrotic,             |
| Locate Undead                                |
| FEATURES & TRAITS                            |