

Issagro Farscab

CHARACTER NAME

Ancients Paladin 10

CLASS & LEVEL

Human

RACE

Hermit

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

-2

6

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+4

18

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +5 Strength
 - ☐ -2 Dexterity
 - ☐ +2 Constitution
 - ☐ +0 Intelligence
 - ☒ +7 Wisdom
 - ☒ +8 Charisma

- SKILLS
- ☐ -2 Acrobatics (Dex)
 - ☐ +3 Animal Handling (Wis)
 - ☐ +0 Arcana (Int)
 - ☒ +9 Athletics (Str)
 - ☐ +4 Deception (Cha)
 - ☐ +0 History (Int)
 - ☐ +3 Insight (Wis)
 - ☒ +8 Intimidation (Cha)
 - ☐ +0 Investigation (Int)
 - ☒ +7 Medicine (Wis)
 - ☐ +0 Nature (Int)
 - ☒ +7 Perception (Wis)
 - ☐ +4 Performance (Cha)
 - ☐ +4 Persuasion (Cha)
 - ☒ +4 Religion (Int)
 - ☐ -2 Sleight of Hand (Dex)
 - ☐ -2 Stealth (Dex)
 - ☐ +3 Survival (Wis)

21

ARMOR CLASS

-2

INITIATIVE

30 ft

SPEED

Hit Point Maximum 101

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dawnbreaker WH

+10

1d8/1d10 + 6 B

Javelin x5

+9

1d6 + 5 P (30/120)

Divine Smite
Extra Attack
Channel Divinity: Nature's Wrath
Channel Divinity: Turn the Faithless
Solar Flare (5/day)
Helios (3/day)
Sun Forged (crit)

ATTACKS & SPELLCASTING

Divine Sense

Lay on Hands (50 total)

Divine Soldier - Reroll any 1 or 2 on a damage die.

Brutal Strength - You can treat any weapon as one handed.

Break their Lines - When you kill an enemy with a weapon attack, you can attack again for free at disadvantage as long as you don't move. This can continue until you fail to kill something.

Shield Master

Divine Health

Aura of Protection (30 ft)

Aura of Courage (30 ft)

Aura of Warding

13

PASSIVE WISDOM (PERCEPTION)

Common, Draconic
Simple Weapons, Martial Weapons
Light Armor, Medium Armor, Heavy
Armor, Shields, Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

Plate Mail
Shield of the Solari
Dawnbreaker Warhammer
Ring of Resistance
Dreadfell Siphon

EQUIPMENT

FEATURES & TRAITS



Ancients Paladin

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

0

CANTRIPS

3

2

- ☐ Plant Growth
- ☐ Protection from Energy
- ☐ Blindina Smite

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Ensnaring Strike
- ☐ Speak with Animals
- ☐ Command
- ☐ Shield of Faith

4

7

5

9

2

3

- ☐ Moon Beam
- ☐ Misty Step
- ☐ Locate Object

SPELLS KNOWN