



Barpig Palealedin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

-

900

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
-1
8

CONSTITUTION
+2
14

INTELLIGENCE
+0
10

WISDOM
+1
12

CHARISMA
+2
14

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

- +3 Strength
- 1 Dexterity
- +4 Constitution
- +0 Intelligence
- +1 Wisdom
- +4 Charisma

SKILLS

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +4 Deception (Cha)
- +2 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +2 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +1 Survival (Wis)

ARMOR CLASS 10

INITIATIVE -1

SPEED 30 ft.

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE Total 3d8

DEATH SAVES

SUCCESSES: ○○○○

FAILURES: ○○○○

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
STR	+5	+3
DEX	+1	-1
SPELL	+4	DC: 12

Dagger, 1d4 (Str/Dex)

Warhammer, 1d8 V (Str)

hand Crossbow 1d4 (Dex)

ATTACKS & SPELLCASTING

Witch Hunt

Starting at the 2nd Level, you gain the ability to cast spells. You gain Spellcasting, using the spells of the Paladin class.

Also at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

FEATURES & TRAITS

11 **PASSIVE WISDOM (PERCEPTION)**

Armor: Light armor, Medium Armor

Weapons: Simple weapons, hand crossbows, longswords, battle axes, warhammers, rapiers, shortswords

Tools: Brewer's Supplies

OTHER PROFICIENCIES & LANGUAGES

- CR** - Entertainer's pack
- SP** - Engraved mug.
- EP** - Brewer's Supplies
- CP** - Leather armor (11+)
- PP**

EQUIPMENT

VECHEL FANTASY