

Galinar

CHARACTER NAME

Paladin (1)

CLASS & LEVEL

Half-Elf

RACE

Soldier - Healer

BACKGROUND

Lawful Good

ALIGNMENT

Alec Youngblut

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+3

17

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

I've lost too many friends, and I'm slow to make new ones.

PERSONALITY TRAITS

Friendship. Material goods come and go. Bonds of friendship last forever.

IDEALS

Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

BONDS

I am slow to trust members of other races.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+4

1d8 + 2 slashing

Javelin

+4

1d6 + 2 piercing

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Land Vehicles; Playing Card Set

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Dwarvish; Elvish; Halfling; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Clothes, common (1); Leather (1); Waterskin (1); Shield (1); Bedroll (1); Rations (1 day) (10); Rope, hempen (1); Healer's kit (1); Tinderbox (1); Mess kit (1); Backpack (1); Torch (10)

EQUIPMENT

Darkvision: 60 ft.

-----Actions-----
Divine Sense. Within 60 ft., detect presense of undead, celestial, or fiend. Also detect consecrated or desecrated object or place (use 4 times/long rest).

Lay on Hands. You have a healing pool of 5 HPs, with it you can heal a creature or expend 5 points to cure disease or neutralize poison (use once/long rest).

(additional features & traits on page 2)

FEATURES & TRAITS



Galinar

CHARACTER NAME

43

AGE

Green

EYES

5'11"

HEIGHT

Pale/Grey

SKIN

146lbs

WEIGHT

Silver

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Extremely competent field medic, cares about the rules, preserving history and peace, will fight only if necessary. Left the service after 10 years and became a paladin to stifle any comments regarding his race or heritage. He only wishes to help those in need as well as society as a whole. Emotionally scarred because he was both saved by and subsequently forced to abandon a friend to live and refuses to leave another friend behind. Due to his upbringing he has issues trusting other races especially those of his mixed heritage but believes in the good of people over all.

CHARACTER BACKSTORY

Fey Ancestry. Advantage on charmed saves and immune to sleep magic.

ADDITIONAL FEATURES & TRAITS

TREASURE