CHARACTER	Gwynnith	PLAYER	Karen Beaudway	LEVEL	5
RACE	Human — SEX Female	PATRON / GOD	Ajana	ALIGNMENT	LN
BACKGROUND	Acolyte	RESIDENCE	Hollin	AGE	
CLASS(ES)	Paladin	APPEARANCE		HEIGHT	
	works in Winter Wolf smithy	PERSONALITY		WEIGHT	

	SCORE	MODIFIER	SAVING THROW
STRENGTH	10	0	0
DEXTERITY	16	+3	+3
CONSTITUTION	14	+2	+2
INTELLIGENCE	8	-1	-1
WISDOM	8	-1	+2
CHARISMA	18	+4	+7

HIT POINTS

44

MAXIMUM	TEMPORARY
44	

HIT DICE	USED
5d10	

SUCCESSFUL DEATH SAVES

FAILED DEATH SAVES

	MODIFIER
PROFICIENCY BONUS	+3
PASSIVE PERCEPTION	10
OBSERVANT (FEAT)	
ACROBATICS	+6
ANIMAL HANDLING	-1
ARCANA	-1
ATHLETICS	0
DECEPTION	+7#
HISTORY	-1
INSIGHT	-1
INTIMIDATION	+7
INVESTIGATION	-1
MEDICINE	-1
NATURE	-1
PERCEPTION	-1
PERFORMANCE	+4#
PERSUASION	+10^
RELIGION	-1
SLEIGHT OF HAND	+3
STEALTH	+6
SURVIVAL	-1

ARMOR

20

CLASS

DEFENSES

		AC MODIFIER
ARMOR WORN	+1 Magic Breastplate	15
SHIELD CARRIED	shield with Holy Symbol	+2
ABILITY MODIFIERS	Dexterity (max +3)	+3
OTHER ITEMS & FEATS		

DAMAGE REDUCTION: 0

STEALTH DISADVANTAGE

ALERT (FEAT)

SPECIAL DEFENSES	SAVE BONUS

INITIATIVE +3 **SPEED** 30 **EXTRA ATTACKS** 1

SPECIAL POWER	USES / POINTS	INSPIRATION

WEAPON / ATTACK	ATTACK	DAMAGE / EFFECT	CRIT / SAVE	RANGE
Magic Rapier - Crit on 19/20 for +1d12 damage per turn	+6	d8+5 P	20	5
Dagger	+6	d4+5 P	20	5/20
Basic proficient strength-based attack	+3	0		
Basic proficient dexterity-based attack	+6	+3		

LIGHT ARMOR

MEDIUM ARMOR

HEAVY ARMOR

SHIELDS

SIMPLE WEAPONS

MARTIAL WEAPONS

FEATURES, FEATS & NOTES

Divine Sense - 4 times per Long Rest,	Medium Armor Master (+3 AC max, No Stealth DISAD)
Action to sense celestial, fiend, undead, consecrated,	Shelter of the Faithful
or desecrated within 60' not behind total cover	Dueling Fighting Style (incl)
Lay On Hands - Heal 20 HP per Long Rest,	Smite +2d8/+3d8, +1d8 vs fiends/undead (spell slot)
OR cure 1 disease or poison per 5 HP spent	Oath of Devotion: Once per Short or Long Rest
Immune to Disease	1. Magic weapon, +3 to attack roll, Light, 1 minute
Actor - ADV on (#) when impersonating someone else	2. Turn Fiends & Undead for 1 minute, WIS Save
mimic the speech or sounds of others, after listen 1 min	Extra Attack

PROFICIENCIES & LANGUAGES

Disguise Kit (+7)
Musical Instrument (+6)
Common Language

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
backpack		common clothes		flute	
bedroll		healer's kit (10)		* The Ring of Greater Pulchritude	
candles (10)		50 feet hemp rope		+1 Magic Breastplate	
tinderbox		mess kit		shield with Holy Symbol	
alms box		whetstone		Magic Rapier	
rations, 10 d		lantern oil, 6 Hr each (10)		Dagger	
incense (7)		hooded lantern			
censure		prayer book			
disguise kit		traveler's clothes			
holy symbol		rapier			
vestments		dagger			
waterskin		breastplate			

COINS & VALUABLES

PP	
EP	
GP	295
SP	
CP	
	+ 650 GP with parents

TOTAL WEIGHT	
CARRYING CAPACITY	STR 150
PUSH / DRAG / LIFT	STR 300

SPELL SLOTS

LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8	LVL 9
4	2							

SPELLCASTING ABILITY	SPELL DC	SPELL ATTACK
Charisma	15	+7

SPELLS CAST

LVL 1	LVL 2	LVL 3	LVL 4	LVL 5	LVL 6	LVL 7	LVL 8	LVL 9

SPELLS PREPARED	ARCANE RECOVERY	SORCERY POINTS
6	0	0

EXPERIENCE POINTS

TOTAL	NEXT 14,000

PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION
●	Protect from Evil & Good	1				
●	Sanctuary	1				
●	Counterpoint	1				
○						
○	Detect Evil & Good	1				
○	Detect Magic	1				
○	Detect Poison & Disease	1				
○	Divine Favor	1				
○	Heroism	1				
○	Command	1				
○	Purify Food & Drink	1				
○	Shield of Faith	1				
○	Searing Smite	1				
○	Thunderous Smite	1				
○	Wrathful Smite	1				
○	Bless	1				
○	Ceremony	1				
○	Cure Wounds	1				
○						

PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION
●	Lesser Restoration	2				
●	Zone of Truth	2				
○						
○	Aid	2				
○	Branding Smite	2				
○	Find Steed	2				
○	Locate Object	2				
○	Magic Weapon	2				
○	Protection From Poison	2				
○						
○						
○						
○						
○						
○						
○						
○						
○						
○						

COMPANION / WILD SHAPE	NOTES	SPEED	ARMOR CLASS	HIT POINTS	ATTACK	DAMAGE / EFFECT
Warhorse	+4 STR, +1 DEX, +1 CON, -2 INT, +1 WIS, -2 CHR	60'	11	19	+6	2d6+4
	Charge 20'+ DC14 STR Save or prone					

PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION

PREP	SPELL	LEVEL	TIME	TARGET / RANGE	SAVE	EFFECT / DURATION