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[Section 1 Character Abilities](#)

Strength. Base 16. Bonus 3. Save 3.

Dexterity.	Base	14.	Bonus	2.	Save	2.
Constitution.	Base	15.	Bonus	2.	Save	2.
Intelligence.	Base	13.	Bonus	1.	Save	1.
Wisdom.	Base	13.	Bonus	1.	Save	3.
Charisma.	Base	13.	Bonus	1.	Save	3.

Section 2 Combat Stats

Initiative. 2.

Hit Points. 10.

Armor Class. 18.

Speed. 30.

Section 3 Weapons

Weapon Attacks

Longsword. Add 5 to Hit Roll. *One 8 sided dice plus 3 slashing damage.*

Javelin. Add 5 to Hit Roll. *One 6 sided dice, plus 3 piercing damage.*

Weapon Ranges

Longsword, range of 5 feet.

Javelin, range of 30 to 120 feet.

Section 4 Skills List

Acrobatics 2

Animal Handling 1

Arcana 1

Athletics 5

Deception 1

History 3

Insight 1

Intimidation 1

Investigation 1

Medicine 1

Nature 1

Perception	1
Performance	1
Persuasion	3
Religion	3
Sleight of Hand	2
Stealth	2
Survival	1

Section 5 Character Features

Feature Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity.

Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Feature Lay On Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Section 6 Inventory

Armour. Chainmail. Shield.

Weapons. Longsword. Javelin (5).

Potions. No Potions

Treasure. 15 Gold

Kits & Tools. Mess kit.

Items. Backpack. Bedroll. Fifty feet of hempen rope. Rations (10). Tinderbox. Torches (10). Waterskin.

Section 7 Proficiencies

Armor: All armor, shields.

Tools: One type of gaming set.

Weapons: Simple Weapons, Martial Weapons.

Section 8 Character Information List

Player Name Censored

Character Name Jesse Cregor

Race Human

Class Paladin

Background Noble Knight

Age 30

Height 6 Feet 0 Inches Tall

Alignment Lawful Good

Language Common

Section 9 Character Background

Jesse Cregor grew up on the outskirts of Tentras, a city on the coast of Dragon's Reach. During a raid upon the outskirts of Tantra, Jesse's family was killed, leaving him an orphan. Having nowhere to go Jesse was taken in by The Temple of Torm's Coming in Tentras. Jesse dedicated his life to Torm and began his training as a paladin. After many years of training Jesse emerged a strong and capable warrior, ready to begin a pilgrimage across the land to help those who are helpless, as he once was.

Jesse openly displays his devotion to Torm by wearing a white gauntlet on his right hand. This symbol of honor fills hope in the hearts of peasants and instantly brings them to trust Jesse. Those who oppose Torm's ideals see Jesse's white gauntlet as a gross display and even a challenge on their own honor.

Jesse travels on his pilgrimage in the name of Torm, ready to help those who cannot help themselves. On his journey along The Sword Coast Jesse heard tales of The Flaming Fist, a mercenary company that acted as the law in the city of Baldur's Gate. In order to continue his pilgrimage and provide for himself, Jesse has enlisted in the Flaming Fist in the hopes he may find a greater purpose.

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