

## Ajenal Stormbreaker

CHARACTER NAME

Paladin/Oath of Devotion 8

Folk Hero

Crawl IV GenCon 2016

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn/Silver

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

19

+4

DEXTERITY

10

0

CONSTITUTION

13

+1

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

18

+4

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ 0 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☒ +5 Wisdom
- ☒ +7 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

19

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 70

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

If someone is in trouble, I'm always ready to lend help. I misuse long words in an attempt to sound smarter.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

I protect those who cannot protect themselves.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Sun Blade

+9

1d8 +6 radiant

Longbow

+3

1d8 piercing

Breath Weapon

+3

1d8 cold (15' cone)

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

### Languages

Common, Draconic

### Weapon

Simple, Martial

### Armor

Light, Medium, Heavy, Shields

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Sun Blade (attuned)

Gauntlets of Ogre Power (attuned)

2 Potions of Healing (2d4+2 hp: O O )

Longbow (w/20 arrows)

EXPLORER'S PACK: backpack, bedroll,

mess kit, tinderbox, 10 torches,

10 days rations, waterskin, 50' hemp rope

EQUIPMENT

### Fighting Style: Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

### Draconic Ancestry (Silver Dragon)

### Damage Resistance (Cold)

### Breath Weapon (3d6 Cold, 15' Cone, DC 12 Con. Save)

When you use your breath weapon, each creature in the area of exhalation must make a DC 12 Constitution save. A creature takes 3d6 points of cold damage on a failed save and half as much on a successful one. After you use your breath weapon, you can't use it again until you complete a short or long rest.

### Divine Sense (5: O O O O O)

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 five (5) times. When you finish a long rest, you regain all expended uses.

### Divine Health

The divine magic flowing through you makes you immune to disease.

### Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

### Aura of Protection

Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +4 bonus to the saving throw. You must be conscious to grant this bonus.

### Aura of Devotion

You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

FEATURES & TRAITS



## Ajenal Stormbreaker

CHARACTER NAME

26 years

AGE

5'10"

HEIGHT

180 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

### 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 up to 40 hit points. 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.

### Divine Smite

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. The damage increases by 1d8 if the target is an undead or a fiend.

### SPECIAL GEAR & MAGIC ITEMS

#### Gauntlets of Ogre Power (Attuned)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher. (Already factored into statistics)

#### Sun Blade (Attuned)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



# Paladin

SPELLCASTING  
CLASS

Cha

SPELLCASTING  
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Cure Wounds
- ☐ Heroism
- ☐ Detect Poison and Disease
- ☐ Bless

4

7

2

3

- ☐ Aid
- ☐ Lesser Restoration
- ☐ Magic Weapon

5

8

9

SPILLS KNOWN