

DUNGEONS & DRAGONS

Aralan Nailo

Character Name

Paladin 1st

Class & Level

Half Elf

Race

Experience Points

300
XP Next Level

Sailor

Background

Chaotic Neutral

Alignment

Mauricio Arus

Player's Name

16 (+1)
+3

STRENGTH

☐ +3 Saving Throw

☒ +5 Athletics (b)

8
-1

DEXTERITY

☐ -1 Saving Throw

☐ -1 Acrobatics

☐ -1 Sleight of Hand

☐ -1 Stealth

16 (+1)
+3

CONSTITUTION

☐ +3 Saving Throw

8
-1

INTELLIGENCE

☐ -1 Saving Throw

☐ -1 Arcana

☐ -1 History

☐ -1 Investigation

☐ -1 Nature

☒ +1 Religion (c)

10
0

WISDOM

☒ +2 Saving Throw

☐ 0 Animal Handling

☒ +2 Insight (r)

☐ 0 Medicine

☒ +2 Perception (b)

☒ +2 Survival (r)

16 (+2)
+3

CHARISMA

☒ +5 Saving Throw

☐ +3 Deception

☒ +5 Intimidation (c)

☐ +3 Performance

☐ +3 Persuasion

● Proficient | ◆ Expertise | ♥ Armor penalty

+2

PROFICIENCY BONUS

16
18

ARMOR CLASS

Chainmail (16)
Shield (+2)

ARMOR, SHIELD, PROTECTIONS

Fey Ancestry: advantage on saves versus charmed, cannot be put to sleep magically.

ADVANTAGES, RESISTANCES, IMMUNITIES

-1

INITIATIVE

HIT POINTS MAXIMUM 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM 1 d10

□ □ □ □ □ □ □ □ □ □

HIT DICE SPENT

Successes ○ ○ ○ Failed ○ ○ ○

DEATH SAVED

Weapon	Attack	Damage/Type	Range	Weight
Glaive	+5	1d10+3/slashing	Melee 2	6lb.
Heavy, Reach, Two Handed				
Mace	+5	1d6+3/bludge.	Melee 1	4lb.
Club (belaying pin)	+5	1d4+3/bludge.	Melee 1	2lb.
Light				

WEAPONS & AMMUNITIONS

► Lay on Hands (5)	□ □ □ □ □
► Divine Sense (4)	□ □ □ □ □
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▷ Refresh after short/long rest | ▷ Refresh after long rest | □ Use

COMBAT FEATURES

Feats, abilities, and other features for quick reference in combat

VISION

Darkvision

SPEED

base

hour

day

30

3 miles

24 miles

special movement

SENSES & MOVEMENT

Armor: ☒ Light | ☒ Medium | ☒ Heavy
Shields: ☒ **Weapons:** ☒ Simple | ☒ Martial
 (b) Navigator's tools
 (b) Vehicles (water)

PROFICIENCIES

Common (r)
 Elven (r)
 Dragonborn (r)

LANGUAGES

(r) Fey Ancestry
 (r) Darkvision
 (c) Divine Sense
 (c) Lay on Hands
 (b) Ship's passage

RACE & CLASS FEATURES

FEATS

Character creation date August 18th, 2018
 Place and date of birth
 Deity and Domain Zebaim (LE) Domain over Seas

Age 50's Gender Male
 Height 1,75 m Weight 90 kg
 Size Medium Hair Long, Gray/Blue, Curls
 Eyes Gray/Blue Skin White, tanned

Appearance

Personality traits
 I work hard so that I can play hard when the work is done.
 I see signs of my Goddess everywhere.

Ideals
 Freedom. The sea is freedom—the freedom to go anywhere and do anything. (Chaotic)

Bonds
 Ruthless pirates murdered my captain and crewmates, plundered our ship, and left me to die. Vengeance will be mine.

Flaws
 My pride will probably lead to my destruction.

Friends and allies

Enemies

Background/other
 Sailor, Knight of the Skull

CHARACTER DATA

NOTES

CHARACTER PORTRAIT

D&D 5th Edition Character sheet by Dragons' Lair | 4 pages version | v.1.02en september 2014 | <www.dragonslair.it>

pg. 176 PWB

SPELL SAVE DC

13

N° PREPARED SPELLS

SPELL SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

USED SLOTS

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SORCERY POINTS

POINTS USED

SPELLCASTING ABILITY

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