

Aralan Nailo

Character Name

Paladin 2nd
Class & Level

Half Elf
Race

388
Experience Points

900
XP Next Level

Sailor
Background

Chaotic Neutral

Alignment

Mauricio Arus
Player's Name

16 (+3)
+3

STRENGTH

- ☐ +3 Saving Throw
- ☒ +5 Athletics (b)

8
-1

DEXTERITY

- ☐ -1 Saving Throw
- ☐ -1 Acrobatics
- ☐ -1 Sleight of Hand
- ☐ -1 Stealth

16 (+3)
+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 (+3)
+3

CHARISMA

- ☒ +5 Saving Throw
- ☐ +3 Deception
- ☒ +5 Intimidation (c)
- ☐ +3 Performance
- ☐ +3 Persuasion

● Proficient | ◆ Expertise | ● Armor penalty

12

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

VISION

Darkvision

SPEED

base

hour

day

30

3 miles

24 miles

special movement

SENSES & MOVEMENT

+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 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE MAXIMUM 2 d10

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HIT DICE SPENT

Successes 000 Failed 000

DEATH SAVED

Weapon	Attack	Damage/Type	Range	Weight
Glaive	+5	1d10+3/slashing	Melee 2	6 lb.
Heavy, Reach, Two Handed				
Mace	+5	1d6+3/bludge.	Melee 1	4 lb.
Club (belaying pin)	+5	1d4+3/bludge.	Melee 1	2 lb.
Light				
	+5			-
(magas) uses Holy Symbol				
Thunderous Smite	+5	2d6/thunder	Melee	-
Sounds for 300ft. STR save, push 10 feet, prone				

WEAPONS & AMMUNITIONS

► Lay on Hands (10)	000000
► Divine Sense (4)	000000
► Spellcasting	000000
►	000000
►	000000
►	000000
►	000000
►	000000
►	000000

► Refresh after short/long rest | ► Refresh after long rest | □ Use

COMBAT FEATURES

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

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
 (c) Great Weapon Fighting
 (c) Spellcasting
 (c) Divine Smite

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

Item	D	B	P
Glaive (c)	6 lb.		
Shield (c)	6 lb.		
Mace (c)	4 lb.		
Chainmail (c)	55 lb.		
Holy Symbol (c)	1 lb.		
Explorer's Pack (c)			
o backpack (30 pounds)	5 lb.		
o bedroll	7 lb.		
o mess kit			1 lb.
o tinder box			1 lb.
o torches (10)		10 lb.	
o rations (10 days)		20 lb.	
o waterskin	5 lb.		
o hempen rope (50 feet)	10 lb.		
(b) Belaying pin (club)			2 lb.
(b) Silk rope (50 feet)	5 lb.		
(b) Tortoise shell	—		
(b) Common clothes	3 lb.		
(b) Pouch	1 lb.		
Gold			1/5 lb.
Winter Clothes (5gp)	8 lb.		
Tent (two) (2gp)	20 lb.		
Scroll (healing word)			—
Total Weight 136 lb 30 lb 4,2 lb			
Total weight on Character 170,2 lb			
D - Donned			
B - Backpack (max 30 lb.)			
P - Belt Pouch (n. 01; max 6 lb.)			
— (n. ; max lb.)			
EQUIPMENT			

Platinum piece (pp)

Gold piece (gp) 53

Electrum piece (ep)

Silver piece (sp)

Copper piece (cp)

1pp=10gp | 1gp=2ep | 1ep=5sp | 1sp=10cp || Weight: 50 pieces = 1 lb.

COINS

GEMS AND JEWELRY

Where	How much	When
Starting	10 gp	18/00
Pyramids 2	50 gp	18/08

Loaned, deposited or received values or goods

VALUABLES

MOUNT

Each size category above Medium x2, Tiny creatures 1/2

ENCUMBERED	HEAVILY ENCUMB.	MAX CARRYING	PUSH, DRAG LIFT
80 Strength x5 lb.	160 Strength x10 lb.	240 Strength x15 lb.	320 Strength x30 lb.

Speed -10 ft.

Spd. -20ft. | Disadvantage on
Str, Dex, Con ability checks, ST, attacks

CARRYING CAPACITY

Pg. 176 PNB

SPELL SAVE DC

13

SPELL SLOTS

2

SORCERY POINTS

N° PREPARED SPELLS

4

USED SLOTS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

POINTS USED

SPELLCASTING ABILITY

Car + 3

☒ Bless (v,s,m) [concentration]
 ☐ Command (v)
 ☒ Cure Wounds (v,s)
 ☐ Detect Evil and Good (v,s) [concentration]
 ☐ Detect Magic (v,s) [ritual] [concentration]
 ☐ Detect Poison and Disease " "
 ☐ Divine Favor [c](v,s) ☐ Heroism [c](v,s)
 ☐ Protection from Evil and Good [c](v,s,m)
 ☐ Purify food and Drink [r](v,s)
 ☐ Searing Smite [c](v) ☐ Shield of Faith [c](v,s,m)
 ☒ Thunderous Smite [c](v) ☐ Wrathful Smite [c](v)

3rd LEVEL

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CANTRIPS

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