

Nigarious the Black

CHARACTER NAME

Paladin/Oath of Vengeance 1	Noble	Andrew
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dragonborn	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

10

0

CONSTITUTION

14

+2

INTELLIGENCE

8

-1

WISDOM

8

-1

CHARISMA

16

+3

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- 0 Dexterity
- +2 Constitution
- 1 Intelligence
- +1 Wisdom
- +5 Charisma

SKILLS

- 0 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str)
- +3 Deception (Cha)
- +1 History (Int)
- 1 Insight (Wis)
- +5 Intimidation (Cha)
- 1 Investigation (Int)
- 1 Medicine (Wis)
- 1 Nature (Int)
- 1 Perception (Wis)
- +3 Performance (Cha)
- +5 Persuasion (Cha)
- 1 Religion (Int)
- 0 Sleight of Hand (Dex)
- 0 Stealth (Dex)
- 1 Survival (Wis)

20 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total HIT DICE

SUCCESSES FAILURES DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+5	1d8 +3 bludgeoning
Crossbow, heavy	+2	1d10 piercing

PERSONALITY TRAITS

A dark sense of humor and twisted mind. There is nothing that I won't do to protect my pride and smite those I deem unworthy.

IDEALS

The only thing a man has in this world is his pride and sense of justice.

BONDS

Only ties to my companion

FLAWS

Ill tempered and not much of a people person. Will smite down anyone who gets in the way of his duties.

9 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages. Common, Draconic

Weapon Simple, Martial

Armor. Light, Medium, Heavy, Shields

Tools. Navigators tools, Horn, Dragonchess set, Land, Cooks utensils

EQUIPMENT

CP

SP

EP

GP

PP

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

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 (the vampire Count Strahd von Zarovich, for instance). 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.

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 × 5. 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.

FEATURES & TRAITS

