GEAR

POSSESSION ON PERSON

ITEM	QTY	LOCATION	WEIGHT
Long sword	1		3.0 lb
Javelin	5	Back	10.0 lb
Holy Symbol: Amulet	1	Neck	1.0 lb
Holy Symbol: Emblem	1	Shield	0.0 lb
Prayer Book	1	Backpack	5.0 lb
Stick of Incense	5	Backpack	0.0 lb
Vestments	1	Backpack	0.0 lb
Clothes, Common	1	Backpack	3.0 lb
Pouch	1	Belt	1.0 lb
Backpack	1	Back	5.0 lb
Bedroll	1	Backpack	7.0 lb
Mess Kit	1	Backpack	1.0 lb
Tinderbox	1	Backpack	1.0 lb
Rations (1 day)	10	Backpack	20.0 lb
Waterskin	1	Backpack	5.0 lb
Rope, Hempen (50ft)	1	Backpack	10.0 lb
Mirror, Steel	1	Backpack	0.5 lb
Clothes, Fine	1	Backpack	6.0 lb
Grappling Hook	1	Backpack	4.0 lb
Holy Water (flask)	2	Backpack	2.0 lb
Potion of Healing	2	Backpack	1.0 lb

ATTUNED MAGICAL ITEMS	QTY	LOCATION	WEIGHT

TOTAL WEIGHT CARRIED 85.9 lb

CARRYING 18 COINS (0.4 lb)

POSSESSION NOT ON PERSON

ITEM	QTY	LOCATION	WEIGHT

TOTAL WEIGHT

CHARACTER NOTES

ERO POINTS EMAINING

HONOR: SANITY:

GEMSTONES

ART OBJECTS

PERSONALITY TRAITS

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

IDEAL

Charity. I always try to help those in need, no matter what the personal cost. (Good)

BOND

Everything I do is for the common people.

FLAW

I put too much trust in those who wield power within my temple's hierarchy.

RACE, BACKGROUND, CLASS & FEATS

v1.63

RACE: Tiefling
- +1 Intelligence, +2 Charisma
- Size: Medium
- Speed: 30ft
- Darkvision 60ft
- Hellish Resistance: resistance to fire damage
- Languages: Common, Infernal

BACKGROUND: Acolyte
- Feature: Shelter of the Faithful
  As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity.
- Skills: Insight, Religion
- Tools: none
- Languages: Two of your choice

CLASS: Paladin
- Armor: All armor, shields
- Weapons: Simple and martial weapons
- Tools: none
- Saves: Wisdom, Charisma
- Skills: Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion
- Divine Sense
  As an action, know the location of any celestial, fiend, or undead within 60ft (not in total cover) until the end of your next turn and detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 5 times and recover expended uses after a long rest
- Lay on Hands
  As an action, touch a creature and restore its hit points from your healing pool (10 hit points) Expend 5 hit points from your pool of healing to cure a disease or neutralize a poison affecting it. This has no effect on undead and constructs
- Spellcasting
  Use a holy symbol as a spellcasting focus for your paladin spells
- Divine Smite
  When you hit a creature with a melee weapon attack, 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 (max. 5d8). This increases by 1d8 if the target is undead or a fiend
- Fighting Style (Defense)
  Gain +1 bonus to armor class when wearing armor