

## Cannonball (Human Paladin)

Male human paladin 4 - CR 1

Lawful Good Humanoid; Deity: **Helm**; Background: **Knight of the Order**; Height: **6' 3"**; Weight: **185lb**.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	16	+3	+3
<b>DEX</b> DEXTERITY	15	+2	+2
<b>CON</b> CONSTITUTION	14	+2	+2
<b>INT</b> INTELLIGENCE	8	-1	-1
<b>WIS</b> WISDOM	10	0	+2
<b>CHA</b> CHARISMA	12	+1	+3

<b>AC</b> 21	<b>Initiative</b> +2	<b>Speed</b> 30 ft
<b>Proficiency</b> +2	<b>Inspiration</b>	
<b>HP</b> 36	<b>HD</b> 4d10	<b>Death Saves</b>
Damage / Current HP	HD Used	Success/Fail
<b>Number of Attacks</b> 1		

### Javelin

Main hand: **+5, 1d6+3 piercing** Rng: 30 ft./120 ft.  
Thrown

Ranged: **+5, 1d6+3 piercing**

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### Warhammer +2

Main hand: **+7, 1d8+5 bludgeoning** Versatile  
Both hands: **+7, 1d10+5 bludgeoning**

### Plate

**+8**

Stealth Disadvantage



5<sup>th</sup> Edition SRD

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (2)	+2	
<b>Animal Handling</b>	<b>+0</b>	WIS (0)	-	
<b>Arcana</b>	<b>-1</b>	INT (-1)	-	
<b>Athletics</b>	<b>+5</b>	STR (3)	+2	
<b>Deception</b>	<b>+1</b>	CHA (1)	-	
<b>History</b>	<b>-1</b>	INT (-1)	-	
<b>Insight</b>	<b>+2</b>	WIS (0)	+2	
<b>Intimidation</b>	<b>+1</b>	CHA (1)	-	
<b>Investigation</b>	<b>-1</b>	INT (-1)	-	
<b>Medicine</b>	<b>+0</b>	WIS (0)	-	
<b>Nature</b>	<b>-1</b>	INT (-1)	-	
<b>Perception</b>	<b>+0</b>	WIS (0)	-	
<b>Performance</b>	<b>+1</b>	CHA (1)	-	
<b>Persuasion</b>	<b>+3</b>	CHA (1)	+2	
<b>Religion</b>	<b>+1</b>	INT (-1)	+2	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	

**Passive Perception: 10**

### Feats

#### Charger

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

#### Heavy Armor Master

Increase your Strength score by 1, to a maximum of 20.

- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non magical weapons is reduced by 3.

#### Other Proficiencies:

**Tools:** Dice set (+2)

**Weapons:** Martial weapons; Simple weapons

**Armor:** Heavy armor; Light armor; Medium armor; Shields

**Condition Immunities** diseased

### Special Abilities

#### Channel Divinity: Sacred Weapon (+2 Warhammer)

As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1).

#### Channel Divinity: Turn the Unholy (DC 11 Wis)

As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the

#### Divine Sense (2/long rest)

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

#### Divine Smite

Starting at 2nd level, 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

## Shield

+2

## Gear

**Total Weight Carried: 166/240 lbs.,  
(Maximum: 240 lbs)**

2 blocks of incense	-
Alms box	-
Backpack (empty)	5 lbs
Backpack (empty)	5 lbs
Bedroll	7 lbs
Blanket	3 lbs
Candle x10	-
Censer	-
Javelin	2 lbs
Mess kit	1 lb
Money	-
Plate	65 lbs
Rations x10	2 lbs
Rations x2	2 lbs
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Smith's tools (+0)	8 lbs
Tinderbox	1 lb
Tinderbox	1 lb
Torch x10	1 lb
Vestments	-
Warhammer +2	2 lbs
Waterskin	5 lbs
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## Special Abilities

### Knightly Regard

Members of your knighthood will provide shelter, food and healing. Knights of civic orders will sometimes gain assistance from those they have aided, even in risky situations.

### Lay on Hands (20 damage)

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.

### Variant Humans

Some humans have more limited ability score bonuses, exchanging them for a bonus skill proficiency and a bonus feat. Check with your DM before taking this variant.

## Tracked Resources

Candle	□□□□□ □□□□□
Channel Divinity (1/short rest)	□
Divine Sense (2/long rest)	□□
Inspiration	□
Javelin	□
Javelin	□
Javelin	□

## Experience & Wealth

Experience Points: **2700/6500**

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** - Custom Personality Trait - - A custom personality trait - you can pick what it does.

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**Ideal:** - Custom Ideal - - A custom ideal - you can pick what it does.

**Bond:** - Custom Bond - - A custom bond - you can pick what it does.

**Flaw:** - Custom Flaw - - A custom flaw - you can pick what it does.

## Tracked Resources

Javelin	□
Lay on Hands (20 damage)	□□□□□ □□□□□ □□□□□ □□□□□
Rations	□□□□□ □□□□□
Rations	□□
Torch	□□□□□ □□□□□

## Languages

Celestial                      Elvish  
Common

## Spell Slots

1st level                      □□□

## Spells & Powers

**Paladin spells memorized (CL 2nd)**

**Spell Save DC 11    Spell Attack +3**

**1st—cure wounds, protection from evil and good, sanctuary, shield of faith, thunderous smite**

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells: