

Gregor The Bold Of Sundabar



5th Edition SRD

Dragonborn Paladin 3 - CR 1/2

Lawful Good Humanoid; Atheist; Background: Noble

Knight; Height: 6' 3"; Weight: 182lb.

Ability	Score	Modifier	Saving Throw
STR <small>STRENGTH</small>	17	+3	+3
DEX <small>DEXTERITY</small>	10	0	+0
CON <small>CONSTITUTION</small>	14	+2	+2
INT <small>INTELLIGENCE</small>	8	-1	-1
WIS <small>WISDOM</small>	12	+1	+3
CHA <small>CHARISMA</small>	14	+2	+4

AC 18 **Initiative** +0 **Speed** 30 ft

Proficiency +2 **Inspiration**

HP 28 **HD** 3d10 **Death Saves**

Damage / Current HP	HD Used	Success/Fail
<input type="text"/>	<input type="text"/>	<input type="text"/>

Number of Attacks 1

Flail

Main hand: **+5, 1d8+3 bludgeoning**

Javelin

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

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

Chain mail

+6 Stealth Disadvantage

Shield

+2

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

Passive Perception: 11

Other Proficiencies:

Tools: Dice set (+2)

Weapons: Martial weapons; Simple weapons

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

Damage Resistances lightning

Condition Immunities diseased

Special Abilities

Breath Weapon (2d6 Lightning, 5 by 30 ft. line, Dex save,

Channel Divinity: Abjure Enemy (DC 12 HalfEffect/Wis)

Channel Divinity: Vow of Enmity

Damage Resistance (Lightning)

Divine Sense (3/long rest)

Divine Smite

Draconic Ancestry: Blue

Lay on Hands (15 damage)

Oath of Vengeance

Protection

Retainers

Gear

**Total Weight Carried: 73 lbs,
(Maximum: 255 lbs)**

Chain mail	55 lbs
Flail	2 lbs
Javelin x5	2 lbs
Money	-
Shield	6 lbs

Tracked Resources

Breath Weapon (2d6 Lightning, 5 by 30 ft. line, Dex save, 1/short rest, DC 12)	<input type="checkbox"/>
Channel Divinity (1/short rest)	<input type="checkbox"/>
Divine Sense (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (15 damage)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Elvish
Draconic	

Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Spells & Powers

Paladin spells memorized (CL 2nd)

Spell Save DC 12 Spell Attack +4

1st—*bane, cure wounds, hunter's mark, searing smite, wrathful smite*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **900/2700**

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

Role Playing

Personality Trait: Generosity - I am kind and generous to the common folk and for this I am loved.

Personality Trait: Injury - I crush those who do me harm, ruining their names and salting their fields.

Ideal: Respect - I hold a position that demands respect but I believe that everyone should be treated with dignity regardless of station. (Good)

Bond: Loyalty - My loyalty to my a supreme ruler is completely steady.

Flaw: Quick - In every word that is spoken to me I hear veiled threats and insults. This makes me very quick to anger.