



Crestir Xgwen

HOUSE DIVINE - PALADIN

There is always a hero. Why can't it be you?

Crestir was raised in a small community atop a mountain known as the Thunder Cliffs. In their early life, the village elders were concerned they had their head in the clouds, always reading the old stories of dragon kind.


It was said you could tell the time of day by how many times Crestir had tried to find an adventure or challenged a storm cloud to show its face, all while wielding an ancestral shield forged from the breath of a dragon.

Since arriving at the Grand Academy, Crestir has thrown themselves into every extracurricular activity they can find, going so far as to start several new ones when they had a free evening. Every minute on the Academy's grounds to them is an opportunity to become a legend; a hero like those from their books.


Action Reference Guide


IN ONE ROUND YOU MAY TAKE


ONE MOVE ACTION


 Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.


ONE ACTION


 Attack with a weapon or cast a spell.


 **Two-Weapon Fighting** allows two attacks using a pair of light weapons, using your **Bonus Action**.


 **Grapple** a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.


 **Dash** allows you to move up to your speed, in addition to your **move action**.


 **Disengage** from your melee with a foe. Your movement no longer provokes attacks for this turn.


 **Dodge** to focus on defense. Attacks made against you have disadvantage.


 **Help** gives an ally advantage to an ability check or attack.

 **Hide** gives you an advantage to attacking visible foes and them disadvantage to hit you.


 **Ready an Action** performs a single action later in a round, using your **Reaction**, once a trigger occurs.

 **Search** devotes your turn to finding something. This may require a **Perception** or **Investigation** check.

 **Shove** lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.


 **Use an object** lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)


 You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

ONE INTERACTION

 A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)

 Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name Crestir Xgwen Class Paladin Level _____

Dragonborn

HERITAGE

BEST FRIEND



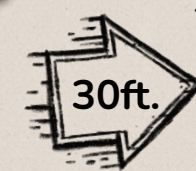
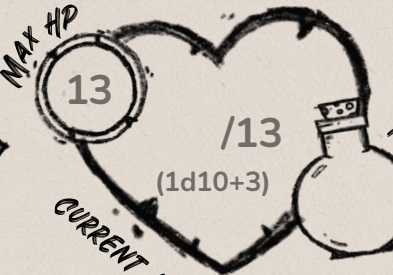


RIVAL

Find a clue to the location of the Spear of Dawn.

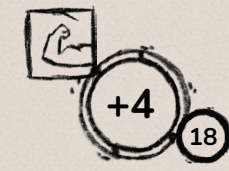
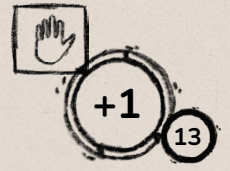
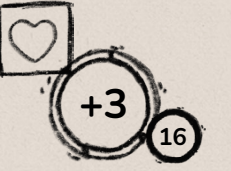
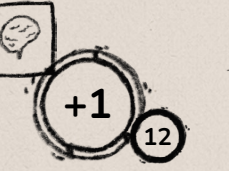
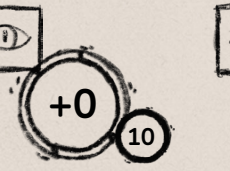
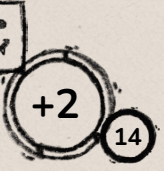
Complete the Trials of Tizon.

SHORT TERM GOAL

LONG TERM GOAL

 16 (18)  +1  30ft.  MAX HP 13 / 13 (1d10+3) TEMP HP  1 

ARMOUR CLASS **INITIATIVE** **SPEED** **HIT DIE (D10)** **DEATH SAVES**

 +4 (18)  +1 (13)  +3 (16)  +1 (12)  +0 (10)  +2 (14)

STRENGTH **DEXTERITY** **CONSTITUTION** **INTELLIGENCE** **WISDOM** **CHARISMA**

Shield. You can speak the command word to cause the shield to reflect light. Any light source within 10ft of you doubles the range of its bright and dim light while the shield is active. You can speak the command word again as a free action to deactivate the shield.

ANCESTRAL ITEM

Strength Intelligence
 Dexterity +2 Wisdom
 Constitution +4 Charisma

SAVING THROWS

LANGUAGES

Common, Draconic and 1 additional language

EQUIPMENT



House Badge
Ancestral Shield
Five Javelins
Longsword
Explorer's Pack
Chainmail
Holy Symbol

ATTACKS

Longsword. 5ft Reach. +6 to hit. On hit 1d8+4 SLASH DMG. (Versatile on hit 1d10+4 SLASH DMG).
Javelin. Melee or Thrown. 5ft reach (30ft/120ft). +6 to hit. On hit 1d6+4 PIERCE DMG.

FEATURES & TRAITS

House Badge. Divine.

Once per Short Rest you can cause a creature within 30ft of you to reroll a d20 (on an ATTK roll, ability check, saving throw or death saving throw). You must use the new result.

Academy Student.

When reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

Lay on Hands. You have a pool of 5 HP per lvl, as an ACT, you can restore HP from this pool to any creature you can touch. This pool refreshes after a Long Rest.

Draconic Ancestry (Silver):

• **Breath Weapon.**

ACT 15ft cone CON SAVE DC 13. 2d6 COLD DMG FAIL, half on a SUC. Short Rest or Long Rest.

• **Damage Resistance.** You have resistance to COLD DMG.

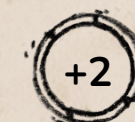
Divine Sense.

ACT. 3 uses Long Rest. You know the location of celestial, fiend, or undead within 60ft of you that is not behind total cover.

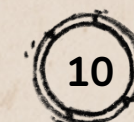


Skills

+4 (STR) Athletics
 +6 (WIS) Insight
 +2 (CHA) Persuasion
 +3 (INT) Religion



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

Character Levelling

LEVEL II

1ST

HP: Increase Crestir's maximum HP by 9 (to a total of 22).

Features and Abilities:

Spellcasting. Two 1st level, three prepared, regain on Long Rest.
Divine Smite. 2d8 Radiant DMG +1d8 if fiend or undead. Uses a spell slot.

Fighting Style. Pick one or use:

Duelling. +2 DMG while wielding one weapon with one hand.

LEVEL III

1ST

HP: Increase Crestir's maximum HP by 9 (to a total of 31)

Features and Abilities:

Spellcasting. Gain one additional 1st level slot.

Divine Health. You become immune to disease.

Divine Oath: Pick your own or choose below:

Oath of Devotion:

Domain spells: Protection from Evil and Good, Sanctuary.

Channel Divinity. (1 use) Short Rest or Long Rest.

Sacred Weapon. ACT, 1 minute +2 to attack rolls.

Turn the Unholy. ACT, DC 12.

Ancestral Item: When you are hit with a critical ATTK, you can immediately roll any number of hit dice and reduce the damage of the ATTK by the amount rolled.