

Captain

CHARACTER NAME

Paladin 3

CLASS & LEVEL

PLAYER NAME

Human

SPECIES

Sky Sailor

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

17

+3

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

11

+0

CHARISMA

18

+4

- +3 Strength
- +1 Dexterity
- +2 Constitution
- +0 Intelligence
- +2 Wisdom
- +6 Charisma

Saving Throw Modifiers

SAVING THROWS

- +1 Acrobatics DEX
- +0 Animal Handling WIS
- +0 Arcana INT
- +5 Athletics STR
- +4 Deception CHA
- +0 History INT
- +2 Insight WIS
- +4 Intimidation CHA
- +0 Investigation INT
- +0 Medicine WIS
- +0 Nature INT
- +2 Perception WIS
- +4 Performance CHA
- +6 Persuasion CHA
- +0 Religion INT
- +1 Sleight of Hand DEX
- +1 Stealth DEX
- +0 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

+1  
INITIATIVE

ARMOR  
18  
CLASS

Immunities - Disease

DEFENSES

HEROIC INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP Current HP Temp HP

28

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HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Navigator's Tools, Vehicles (sky)

=== LANGUAGES ===

Common, Common Sign Language

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Channel Divinity • 1 / Short Rest

Your oath allows you to channel divine energy to fuel magical effects. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws (DC 14).

Divine Sense • 5 / Long Rest

As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 5 times per long rest.

Lay on Hands Pool • 15 / Long Rest

You have a pool of healing power that can restore 15 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

=== REACTIONS ===

Fighting Style: Interception

ACTIONS

12

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Javelin	+5	1d6+3 Piercing	Simple, Thrown, Slow, Range (30/120)
Longsword	+5	1d8+3 Slashing	Martial, Versatile, Sap
Unarmed Strike	+5	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

Captain  
CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Paladin

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===	3 Slots OOO							
O Bless	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O Command	Paladin	WIS 14	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O Shield of Faith	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O Heroism	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
P Protection from Evil and Good	Paladin (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P Sanctuary	Paladin (Always Prepared)	WIS 14	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O Detect Evil and Good	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Magic	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O Divine Favor	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O Compelled Duel	Paladin	WIS 14	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
O Searing Smite	Paladin	CON 14	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O Thunderous Smite	Paladin	STR 14	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
O Wrathful Smite	Paladin	WIS 14	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O Divine Smite	Paladin	--	1BA	Self	V	Instantaneous	PHB-2024 285	V
O Divine Smite	Paladin	--	1BA	Self	V	Instantaneous	PHB-2024 285	V
O Protection from Evil and Good	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 308	D: 10m, V/S/M
O Protection from Evil and Good	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 308	D: 10m, V/S/M
O Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
O Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
O Bless	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S/M
O Bless	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S/M
O Command	Paladin	WIS 14	1A	60 ft.	V	Instantaneous	PHB-2024 251	V
O Command	Paladin	WIS 14	1A	60 ft.	V	Instantaneous	PHB-2024 251	V
O Searing Smite	Paladin	CON 14	1BA	Self	V	1 minute	PHB-2024 314	D: 1m, V
O Searing Smite	Paladin	CON 14	1BA	Self	V	1 minute	PHB-2024 314	D: 1m, V
O Shield of Faith	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, V/S/M
O Shield of Faith	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, V/S/M
O Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB-2024 259	V/S
O Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB-2024 259	V/S
O Detect Evil and Good	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 281	D: 10m, 30 ft. Sphere, V/S
O Detect Evil and Good	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 281	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 282	D: 10m, 30 ft. Sphere, V/S/M
O Detect Poison and Disease	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 282	D: 10m, 30 ft. Sphere, V/S/M
O Detect Magic	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 282	D: 10m, 30 ft. Sphere, V/S
O Detect Magic	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 282	D: 10m, 30 ft. Sphere, V/S
O Divine Favor	Paladin	--	1BA	Self	V,S	1 minute	PHB-2024 285	D: 1m, V/S
O Divine Favor	Paladin	--	1BA	Self	V,S	1 minute	PHB-2024 285	D: 1m, V/S
O Heroism	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 285	D: 1m, V/S
O Heroism	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 285	D: 1m, V/S
O Absorb Elements	Stormlord's Deckcloak	--	1R	Self	S	1 round	EE 150	1 Charge, D: 1Rnd, S

SPELLS

# Captain / Helmsperson

**Role on the Ship:** Captain & Helmsperson

**Class:** Paladin (Oath of the Sky) — Level 3

**Descriptor:** Often seen as steady under pressure; trusted to decide when seconds matter.

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## Who You Are

You are the person responsible for the ship.

Not the crew's commander. Not their superior. Rather, you are usually the one expected to make the final call when the ship itself is at stake.

You fly because someone has to decide when wind, weight, distance, and failure collide. You are trusted with the helm, not with other people's choices. When there is time, you tend to listen. When there is no time, you are expected to decide — and to own the outcome.

Your authority is generally understood to exist only in moments where hesitation would cost the ship, the mission, or lives. Outside of those moments, you are one voice among equals.

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## Background & History

You learned responsibility the hard way — through flight hours, failed runs, and moments where indecision proved more dangerous than any enemy. Somewhere in your past, there was a run that went wrong. Someone froze. Systems failed. The sky didn't care why.

After that, you stopped waiting for perfect answers. You learned to act with incomplete information and to accept consequences without shifting blame. You stayed with ships because the sky strips away illusion: skill matters, preparation matters, and someone always has to make the last call.

You didn't become Captain to give orders. You became Captain because when the ship needs one answer, it can't have six.

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## Your Oath: The Sky

The Oath of the Sky is not a hierarchy. It does not place you above others.

It binds you to responsibility.

You do not swear to command people — you swear to decide when the ship must act as one.

This oath is discipline, training, and acceptance of consequence. Its power comes from clarity under pressure, not belief or divine favor.

## The Full Oath of the Sky

Those who swear the Oath of the Sky accept one truth:

**The sky does not forgive mistakes.**

Because of this, the oath exists to ensure someone is always willing to decide.

## Tenets of the Sky

### Steady Hand

Do not act in panic. Panic spreads faster than fire. Calm keeps people alive.

### Clear Word

Speak truth about risk, damage, and limits. False reassurance kills.

### Hold the Line

When failure would doom the ship, you stand where the decision must be made.

### Bring Them Home

The ship exists to carry people safely. Profit, pride, and glory are secondary.

When you invoke your oath, it is commonly perceived to manifest mechanically as heightened focus, precision, and command presence — not miracles. In the fiction of Pathalis, this reflects trained will under stress.

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## What You Can Do (In the World)

- **Make the Call:** When timing, weather, momentum, or damage reaches a breaking point, you are usually expected to decide the ship's action.
- **Translate Chaos into Action:** You tend to turn conflicting information into a single course of motion.
- **Fight with Control:** Your combat ability is generally understood to reflect disciplined force — not fury, not faith.
- **Keep Systems Functional:** Your healing and awareness are practical responses: binding wounds, buying seconds, preventing collapse.

## Mechanical Framing (Player Guidance)

Your class features represent training, presence, and decisiveness — not authority over other characters.

Channel Divinity effects are commonly understood as heightened focus and command clarity.

Divine Smite is framed as committed force at the moment it matters most.

You are not expected to decide what others do — you decide what the ship does when it must act as one.

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## Your Role on the Ship

You are generally expected to: - Fly the ship during danger or complex maneuvers - Decide course changes, emergency actions, and retreats - Break deadlocks when time does not allow debate - Represent the ship itself in negotiations

You are not the crew's boss. You are the ship's voice when it needs one.

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## How Others See You

Others often view you this way: - **Enforcer:** Relies on you to say when force is necessary — not how it's used. - **Machanic:** Gives you unfiltered assessments so you can decide risk. - **Medic:** Looks to you to decide when evacuation, triage, or withdrawal happens. - **Lookout:** Provides options and warnings, then waits for the ship's call. - **Quartermaster:** Balances cost and leverage, but usually defers when the ship's safety is on the line.

They do not take orders from you. They trust you with the ship.

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## Roleplay Anchors

- What mistake will you never repeat?
  - At what point do you call a retreat, no matter the cost?
  - Who on the crew do you trust without question?
  - What decision still keeps you awake when the ship is quiet?
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## Playing the Captain

Some captains are quiet and precise. Others are anxious, blunt, or openly conflicted. You are not required to be calm or confident — only willing to decide when waiting would be worse.

You do not need to be right. You need to be responsible.

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## Player Freedom Note

This sheet describes how others commonly perceive the Captain's role and how the oath often manifests.

You are encouraged to bend, challenge, or subvert any of this in play. Your version of this character is the canon one at the table.

## STORMLORD'S DECKCLOAK

Wondrous Item, uncommon (requires attunement)

This long, high-collared cloak is cut from lightning-tanned hide taken from a sky marlin, its surface bearing faint ripple-grain patterns like wind over water.

Panels of woven aether-cloth line the interior, shimmering subtly like heat rising from stone.

Fine threads of moon-wire — braided silver filaments — are stitched along the seams and hem, catching flashes of light like distant lightning.

When the hood is drawn, the hide stiffens against the wind and rain sheets harmlessly from its surface, while the inner aether lining traps warmth against the body.

While wearing the cloak with the hood raised:

You are unaffected by nonmagical extreme cold.

You remain dry in heavy rain and driving storms.

Strong winds do not impose disadvantage on ability checks made to maintain balance.

You have advantage on saving throws against exhaustion caused by harsh weather.

Once per long rest, when you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to cast Absorb Elements without expending a spell slot.

When this reaction is used, the moon-wire seams briefly glow silver and faint arcs of static crawl across the surface before fading.

The cloak offers no protection against magical environmental effects beyond the spell it grants.

Notes: Exhaustion, Utility, Outerwear