

Are'moe Of The Falling Leaves

Level 6 Half-Elf Paladin



Are'moe, Knight of Falling Leaves, was born in their Feywyrd village shortly after an Ambershue Seelie Court ball in the tenth month of the year. Their birth, along with many others during that month, was considered a fortunate and blessed event. It was a joyful time to grow up, surrounded by friends as abundant as the leaves on summer trees. However, their idyllic life took a turn when a group of members from the Ambershue Court returned many years later, seeking aid from the border communities. The Fay'aree asked for a pledge to the service of the Seelie, providing protection during a journey to visit the other Seelie Courts of the Wesverd. Are'moe, feeling compelled to serve, joined their ranks faithfully.

Time flew by as they embraced the companionship and adventure that came with life on the road. Their dedication paid off, and in their thirtieth year, they were knighted as part of the esteemed Order of the Falling Leaves. The Seelie ambassadors expressed gratitude for their service and departed, leaving Are'moe and their comrades to go their separate ways. Some settled back home, while others sought new avenues for their adventures. Are'moe returned to the family farm for several years, finding comfort but also yearning for the broader world beyond

the mundane routines of daily life.

Their dear friend Shul'enai visited often, and together they reminisced about their nomadic caravan lifestyle, recalling the joys and challenges of traveling alongside the unpredictable. Shul'enai increasingly joined Are'moe in working the fields, and the knightly duties they had set aside became a stronger pull.

One day, a gust of wind carried the acrid scent of smoke and distant cries reached their ears. With a knowing glance, the friends raced to aid their fellow compatriots and neighbors, who were being attacked by goblin raiders. Tragically, Shul'enai was lost in the fierce battles that ensued. Home no longer felt the same without their companion. Within a month, Are'moe set out on a journey, seeking to reclaim the warm sense of belonging they had lost with the passing of their closest friend and confidant.

SECRET:

Are'moe, in their wanderings, discovered a place known only to a few, the Grove of Whispers. There, they communed with Verdaus, god of forests and wild nature. Are'moe received a task from Verdaus that they have not revealed to a single soul.

PERSONALITY TRAIT:

I'm full of inspiring and cautionary stories about my adventures with the Fay'aree.

IDEAL:

Adventuring isn't about the end goal, it's about the journey.

BOND:

I'll never forget the people I could not save, or the enemies that killed them.

FLAW:

I tend to blame myself for things that go wrong, even if I couldn't realistically do anything to prevent the situation.



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Character Name
Are'moe Of The Falling Leaves

Class & Level
Level 6 Paladin of the Ancients

Race / Background
Half-Elf / Knight

Alignment
Neutral Good

Languages
Common, Elvish, Fay'aree

Attacks & Spellcasting

Name	ATK	Damage
Flickerthorn (Dueling)	+8	1d8+7 Piercing
Flickerthorn (Critical)	-	1d6 Piercing
Dagger	+7	1d4+4 Piercing
Dagger (Dueling)	+7	1d4+6 Piercing
Longbow	+7	1d8+4 Piercing
Searing Smite	DC 14	1d6 Fire
Moonbeam	DC 14	2d10 Radiant

Equipment

Weapons: Flickerthorn (*Rapier, Finesse; See Special Abilities*)

Armor: Breastplate, Shield

Gear: A Falling Leaves Banner, Dice Set, Belt Pouch containing 25gp, Backpack, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, 50' Hempen Rope, Traveler's Garb, Feyren Steed

Proficiency Bonus
+3

Inspiration

Passive Perception
11

+0
10
Strength

✦ +3
○ +0
Saving Throws Athletics

+4
18
Dexterity

✦ +7
● +7
○ +4
○ +4
Saving Throws Acrobatics Sleight of Hand Stealth

+4
18
Constitution

✦ +7

Saving Throws

+1
12
Intelligence

✦ +4
○ +1
● +4
○ +1
● +4
○ +1
Saving Throws Arcana History Investigation Nature Religion

+1
13
Wisdom

✦ +7
○ +1
○ +1
○ +1
○ +1
● +4
Saving Throws Animal Handling Insight Medicine Perception Survival

+3
16
Charisma

✦ +9
○ +3
○ +3
○ +3
● +6
Saving Throws Deception Intimidation Performance Persuasion

Armor Class
18

Initiative
+4

Speed
30 ft.

MAX HP
64

Current HP

Temporary Hit Points

Hit Dice
6 (d10)
Total _____

Death Saves
Success- ○ ○ ○
Failures ○ ○ ○

Spellcasting Ability
CHA

Spell Save DC
14

Spell Attack Bonus
+6

Proficiencies

Armor: All Armor, Shields

Weapons: All Weapons

Saving Throws: Wisdom, Charisma

Tools: Land Vehicles, Dice Set

(Note: You have advantage on saving throws against being charmed, and magic can't put you to sleep. You are also immune to disease)

Notes

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Level 6 Special Abilities (Page 1 of 2)



LAY ON HANDS - 30 HP/LONG REST

DIVINE SENSE - 4/LONG REST



CHANNEL DIVINITY - 1/SHORT REST



DARKVISION - Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FAY ANCESTRY - You have advantage on saving throws against being charmed, and magic can't put you to sleep.

KNOWN BY THE FAY'AREE - The sight of your Falling Leaves banner can be a blessing or a curse. The Fay'aree you meet in your journeys will recognise your banner. The Seelie will treat you with hospitality and will offer you food, shelter, or grant other such small favors to you. However, the Unseelie will not look kindly upon you and will go out of their way to cause you trouble.

LAY ON HANDS - 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 \times 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending

hit points separately for each one. This feature has no effect on undead and constructs.

DIVINE SENSE - 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 know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to $1 +$ your Charisma modifier. When you finish a long rest, you regain all expended uses.

DIVINE SMITE - 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 $1d8$ for each spell level higher than 1st, to a maximum of $5d8$. The damage increases by $1d8$ if the target is an undead or a fiend, to a maximum of $6d8$.

DIVINE HEALTH - The divine magic flowing through you makes you immune to disease.

FIGHTING STYLE: DUELING - When you are wielding a melee weapon in one hand and no other weapons, you gain a $+2$ bonus to damage rolls with that weapon.

EXTRA ATTACK - You can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF PROTECTION - Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of $+1$). You must be conscious to grant this bonus.

CHANNEL DIVINITY - Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. 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. When you use such an effect from this class, the DC equals your paladin spell save DC.

- **CHANNEL DIVINITY: TURN THE FAITHLESS** - You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a

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Level 6 Special Abilities (Page 2 of 2)



beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

- Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

FLICKERTHORN - This is a +1 magical weapon given to you by the Fay'aree. Upon scoring a critical hit against a creature, thorny vines will sprout from the blade, dealing an extra 1d6 piercing damage to the creature. In addition, when this happens, you may use a reaction to automatically grapple the creature with the thorny vines.

failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

- **CHANNEL DIVINITY: NATURE'S WRATH** - You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

TENETS OF THE FALLING LEAVES

- Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.
- Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.
- Preserve Your Own Light. Delight in song and laughter, in

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Level 6 Spells (Page 1 of 2)



LEVEL 1 (5 SLOTS) ☐ ☐ ☐ ☐ ☐

DETECT EVIL AND GOOD (DIVINATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: Concentration, Up to 10 minutes

Description: For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

SEARING SMITE (EVOCATION)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 1 minute

Description: The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the Attack increases by 1d6 for each slot level above 1st.

SHIELD OF FAITH (ABJURATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice within range

Components: V, S, M (A small parchment with a bit of holy text written on it)

Duration: Concentration, Up to 10 minutes

Description: A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

CURE WOUNDS (EVOCATION)

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V, S

Duration: Instantaneous

Description: A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

ENSNARING STRIKE (CONJURATION)

Casting Time: 1 bonus action

Range: Self

Target: See text

Components: V

Duration: Concentration, Up to 1 minute

Description: The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SPEAK WITH ANIMALS (DIVINATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: 10 minutes

Description: You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

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Level 6 Spells (Page 2 of 2)



LEVEL 2 (2 SLOTS) ☐ ☐

ZONE OF TRUTH (ENCHANTMENT)

Casting Time: 1 action

Range: 60 feet

Target: A 15-foot-radius sphere centered on a point of your choice within range

Components: V, S

Duration: 10 minutes

Description: You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

MISTY STEP (CONJURATION)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Instantaneous

Description: Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

MOONBEAM (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A 5-foot-radius, 40-foot-high cylinder centered on a point within range

Components: V, S, M (Several seeds of any moonseed plant and a piece of opalescent feldspar)

Duration: Concentration, Up to 1 minute

Description: A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light. On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

FIND STEED (CONJURATION)

Casting Time: 10 minutes

Range: 30 feet

Target: An unoccupied space within range

Components: V, S

Duration: Instantaneous

Description: You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. The steed has the statistics of the chosen form, though it is a fey instead of its normal type. Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with each other telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

FEYREN STEED (LARGE FEY)

Note: This is your summoned steed via the "Find Steed" spell

AC: 12 **HP:** 22 **SPEED:** 60 ft.

STR: 16 (+3) **DEX:** 14 (+2) **CON:** 12 (+1) **INT:** 6 (-2) **WIS:** 12 (+1) **CHA:** 7 (-2)

Skills: Perception +3, Stealth +4

Senses: Darkvision 60 ft. passive Perception 13

Languages: Understands Common and Fay'aree but can't speak

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) bludgeoning damage.

Ethereal Step (Recharge 5-6): As a bonus action, the Feyren Steed can step into the ethereal plane until the start of its next turn, taking its rider with it. While in the ethereal plane, it can move through other creatures and objects as if they were difficult terrain. It takes 1d4 force damage if it ends its turn inside an object.