

Vada Ambrose

Medium Humanoid (Human), Lawful Good, Female, Paladin

Armor Class: 17 (Half plate)

Hit Points: 37 (4d10+3)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	13 (+1)	11 (0)	11 (0)	15 (+2)

Saving Throws: Wisdom +2, Charisma +4

Skills: Athletics +5, Intimidation +4, Persuasion +4

Senses: passive Perception 10

Languages: Common, Elvish

Challenge: 3 (700 XP)

Class Features: Divine Sense, Lay on Hands, Fighting Style – Great Weapon Fighting, Spellcasting, Divine Smite, Divine Health, Sacred Oath – Oath of Vengeance

Spellcasting: Vada is a level 4 spellcaster. Her spellcasting ability is Charisma. Spell Save DC 12, Spell Attack Modifier +4

Spells: 4 prepared

Level 1 (3 slots): Command, Divine Favor, Shield of Faith, Wrathful Smite

Oath Spells: Bane, Hunter’s Mark

Channel Divinity: Adjure Enemy, Vow of Enmity

Actions

Greatsword (silvered): Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) piercing damage.

Appearance

Age	Height	Weight	Eyes	Skin	Hair
27	5’5”	128	Blue	White	Blonde

She’s wearing tall brown leather boots with greaves, steel bracers worn over gloves, a padded cotton shirt under her armor, leather breeches, and a wide leather belt. She also wears a large red wool scarf. Her long blonde hair is braided into a ponytail.

Backstory:

Vada Ambrose hails from an esteemed family of warriors and began training to be a soldier at an early age. Because of her heritage, she sometimes has trouble respecting anyone who’s not a proven in battle.

Upon coming of age, she joined the military, where she quickly impressed her superiors and was promoted to the standard bearer of her unit.

While in her third tour of duty her unit was deployed to quell an Orc uprising. Unfortunately, intelligence was poor and the size of the enemy force was greatly underestimated

and her unit was overrun. During the battle, Vada was badly wounded but luckily survived after being saved by the only other soldier to survive the battle. Shortly after the battle her enlistment ended and she decided to leave the service.

To this day, Vada is still unsettled by her memories of war and that fateful final battle. She’s been hardened by her experiences, sometimes making her seem aloof, closed off, and hard to get to know. But if she’s ever in a fight she’ll never leave a friend behind.

Deity: Klri-Jolith – God of Honor and War

