

# Adelaide

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Adelaide ([Paladin](#))

Medium Humanoid ([Human](#)), Lawful Good

Transgender woman, She/Her

Armor Class: 18

Hit Points: 49

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
18 (+4)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Skills: Animal Handling +3, Insight +3, Persuasion +6, Survival +3

Senses: Passive Perception 10

Languages: Common, Dwarvish

Level: 5

# Abilities

**Spellcasting.** Adelaide is a 5<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following Paladin spells prepared:

1<sup>st</sup> Level (4 slots): [Protection from Evil and Good](#), [Sanctuary](#)

2<sup>nd</sup> Level (2 slots): [Lesser Restoration](#), [Zone of Truth](#)

**Channel Divinity.** Her oath allows her to channel divine energy to fuel magical effects. When she uses her Channel Divinity, she chooses which option to use. She must then finish a short or long rest to use her Channel Divinity again. Some Channel Divinity effects require saving throws (DC 14).

**Divine Sense.** As an action, she can detect good and evil. Until the end of her next turn, she can sense anything affected by the [Hallow](#) spell or know the location of any celestial, fiend, or undead within 60 ft. that is not behind total cover. She can use this feature 4 times per long rest.

**Lay on Hands Pool.** She has a pool of healing power that can restore 25 HP per long rest. As an action, she 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.

**Sacred Weapon.** As an action, she can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, she adds +3 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. She can end the effect as part of any other action, if she is no longer holding the weapon, or if she falls unconscious.

**Turn the Unholy.** As an action, she can censure fiends and undead. Each fiend or undead that can see or hear her within 30 ft. must attempt a Wisdom saving throw (DC 14). On failure, it is turned for 1 minute or until it takes damage.

## Traits

**Acid Reflux** [IE 3, Frequent]. DC 9 Constitution saving throw per round to maintain Adelaide's concentration.

**Baseless Emotion** (Restlessness, Triggered by social situations) [IE 3]. +3 bonus to all Wisdom (Perception) in contested Dexterity (Stealth) checks but a -3 penalty for Adelaide to notice harmless details.

**Learning Disability (Dyscalculia)** [IE 2, Chronic]. -2 penalty to any of Adelaide's mathematical ability checks.

**Phobia (Entomophobia – Fear of Insects)** [IE 2, Triggered]. Within 20 feet of the stimulus, Adelaide attempts a DC 10 Wisdom saving throw each round. On failure, Adelaide moves away from the stimulus or has a -2 penalty to all Intelligence, Wisdom, and Charisma ability checks. DC 10 Constitution saving throw per round to maintain concentration.

**Sleep Disturbances (Insomnia)** [IE 3, Frequent]. DC 11 Constitution saving throw for Adelaide to fall asleep quickly on a long rest. On failure, she loses the difference between the result + 6 or sleep longer to compensate. Insomnia: subtract the loss from the total hours attempted, and roll 1d(difference) to see how many hours Adelaide sleeps.

## Actions

**Longsword.** Melee Attack: +7, 5 ft., single opponent. Hit: 8 (1d8

+ 4) or 9 (1d10 + 4), slashing, versatile.

## Background

Adelaide grew up in a small village where she often had to mask her true self from others. She hid her struggles as she went about the first 30 years of her life attempting to be the person she thought her family, wife, and community wanted her to be. She struggled silently, alone at night as thoughts raced through her mind of what would happen if others knew how she truly felt.

On the eve of her 30<sup>th</sup> birthday, after several nights of little to no sleep, Adelaide roamed the village looking for a sign of what to do next. She was tired of being tired.

As she wandered, Adelaide met a cleric on the road. She traveled with the cleric from one side of town to the other. The cleric spoke of a church devoted to true expression, freedom of self, and protecting others from anyone who would deny others this choice. As Adelaide listened, she felt herself yearning for what this deity had to offer. As they reached the edge of town, the cleric turned and offered to have Adelaide as a companion and to travel with her as Adelaide found herself. The cleric had seen through Adelaide's mask of contentment.

Adelaide only hesitated a moment before choosing to join the cleric and the Church of Reflection. On this journey, Adelaide found herself growing both inside and out. Upon reaching the temple, she was ready to take her paladin oath as the woman she was always meant to be.

## Personality

Adelaide is a very socially anxious person and speaks with a soft voice when it comes to matters of herself. However, when it

comes to protecting others who are in need, she is firm and outspoken. She travels the world with a soft half smile and an air of someone ready to face the world. Each day she gives thanks to her deity and will encourage others to seek similar counsel when struggling. If someone asks, she is willing to listen and give what advice she can.

## Plot Hooks

1. The party needs extra support and strength in combat.
2. The party finds her protecting a group from a corrupt force intent on taking away freedoms of personal expression or identity.
3. The party visits the Church of Reflection and finds her there.