Queen Cassie
PLAYER NAME
 EXPERIENCE POINTS



Chain mail, holy symbol, two shortswords, five javelins, saddlebags, carrying harness, university robes, bedroll, mess kit, ten torches, tinderbox, ten days rations, waterskin, fifty-foot hempen rope, writing kit (a small pouch with a quill, ink, folded parchment, and a penknife), borrowed library book from Canterlot Archives. (History of Equestria, Celestia Era.)

I can be easily distracted by promises of information.

## FLIGHT

You have feathered wings, and your base flying speed is 40 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your flying speed during your turn.
CLOUD WALKER
You can treat fog, mist, or any cloud as solid.
BEAK
You gain a natural attack with your beak, it has the finesse property, and deals 1d6 piercing damage.
LIBRARY ACCESS
Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access.You have a working knowledge of your university's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across Equestria, as professional courtesy shown to a fellow scholar.
I am horribly, horribly awkward in social situations

PERSONALITY TRAITS
I fight for harmony and friendship for all peoples.

I am loyal to my country, and my leader.

FLAWS
 dexterity and flight abilities to quickly weave in and out of battle. She is fiercely loyal to Princess Celestia (practically to the point of worship) and loves Equestria for what it has done for her people, and particularly herself. While she had previously served with the Princess herself, she has chosen to undertake adventuring in the hopes of righting wrongs for Princess and country.

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 x 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.

ADDITIONAL FEATURES \& TRAITS


