

## Sazantos Von Hresvelg

CHARACTER NAME

Paladin 3

CLASS & LEVEL

Half-Elf

RACE

Custom Background

BACKGROUND

realaleguerra

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+1

13

CHARISMA

+3

16

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- ☒ +1 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +4 Athletics STR
- ☐ +3 Deception CHA
- ☐ +0 History INT
- ☐ +1 Insight WIS
- ☒ +5 Intimidation CHA
- ☒ +2 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +0 Nature INT
- ☐ +1 Perception WIS
- ☐ +3 Performance CHA
- ☐ +3 Persuasion CHA
- ☐ +0 Religion INT
- ☐ -1 Sleight of Hand DEX
- ☐ -1 Stealth DEX
- ☐ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

-1

INITIATIVE

ARMOR

16

CLASS

Immunities - Magical Sleep, Disease

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

28

--

HIT POINTS

Total 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Celestial, Common, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

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 13).

Divine Sense • 4 / 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 4 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.

=== SPECIAL ===

Divine Smite

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

12

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longsword

+4

1d8+2 Slashing

Martial, Versatile

Unarmed Strike

+4

3 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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### === PALADIN FEATURES ===

\* Hit Points • PHB 84

\* Proficiencies • PHB 84

\* Divine Sense • PHB 84

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 4 times per long rest.

| 4 / Long Rest • 1 Action

\* Lay on Hands • PHB 84

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.

| Lay on Hands Pool: 15 / Long Rest • 1 Action

\* Fighting Style • PHB 84

You adopt a style of fighting as your specialty.

\* Spellcasting • PHB 84

You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use a holy symbol as a spellcasting focus.

\* Divine Smite • PHB 85

When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

| Special

\* Divine Health • PHB 85

You are immune to disease.

\* Sacred Oath • PHB 85

| Channel Divinity: 1 / Short Rest • 1 Action

### === HALF-ELF RACIAL TRAITS ===

\* Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

\* Fey Ancestry • BR 39

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

\* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0					
	Chain Mail	1	55 lb.			
	Longsword	1	3 lb.			
SP	0					
EP	0					
CP	10					
PP	0					
WEIGHT CARRIED						
58 lb.						
ENCUMBERED						
225 lb.						
PUSH/DRAW/LIFT						
450 lb.						
ATTUNED MAGIC ITEMS						
QTY WEIGHT						

### EQUIPMENT



Sazantos Von Hresvelg

CHARACTER NAME

Male	35	Medium	6.5"	170
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral		Pale	Purples	Silver
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

=== Allies ===

The party

=== Organizations ===

Church of the Sacred flame

ALLIES & ORGANIZATIONS

Serious, focused

I am horribly, horribly awkward in social situations.

PERSONALITY TRAITS

A world without desires

IDEALS

BONDS

Skittish, misanthropic

FLAWS

Half elf, taken from his parents by the church of the sacred flame due to possessing the ability to manifest said flame. Even then he was ostracized due to his elf heritage, and he wasn't liked by the elves either due to the church's discrimination. After an encounter with someone, he came to the realization that everything he's faced was caused by sentient life's selfish desires, and so, he embarks on a journey to create a world without desires

CHARACTER BACKSTORY

Has a sweet tooth, soft spot for cats and animals, is gay, OCD

ADDITIONAL NOTES

Paladin

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===	3 Slots OOO							
<input type="radio"/> Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
<input type="radio"/> Command	Paladin	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
<input type="radio"/> Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
<input type="radio"/> Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
<input type="radio"/> Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
<input type="radio"/> Protection from Evil and Good <C>	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
<input type="radio"/> Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M

## SPELLS