

Tommen Al'Var

Paladin 1
CLASS & LEVEL

Half-Elf
SPECIES

Acolyte
BACKGROUND

Its_Flyb0y
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

10

+0

CONSTITUTION

10

+0

INTELLIGENCE

9

-1

WISDOM

7

-2

CHARISMA

16

+3

+2 Strength

+0 Dexterity

+0 Constitution

-1 Intelligence

+0 Wisdom

+5 Charisma

Saving Throw Modifiers

Advantage against being

SAVING THROWS

+0

INITIATIVE

ARMOR

12

CLASS

Immunities - Magical

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

7

--

HIT POINTS

Total

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Common, Dwarvish, Elvish, Halfling, Orc

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

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.

You have a pool of healing power that can restore 5 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.

ACTIONS

8

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

9

PASSIVE INVESTIGATION


Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longsword	+4	1d8+2	Martial, Versatile, Sap
Unarmed Strike	+4	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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EXPERIENCE POINTS

Tommen Al'Var

CHARACTER NAME

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84

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1 / 4 / Long Rest • 1 Action

* Lay on Hands • PHB 84

You have a pool of healing power that can restore 5 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.

1 Lay on Hands Pool: 5 / Long Rest • 1 Action

=== HALF-ELF SPECIES TRAITS ===

* Ability Score Increase • BR 39

Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

* 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	Shield	1	6 lb.		
SP	0	Longsword	1	3 lb.		
EP	0	Mace	1	4 lb.		
GP	45	Backpack	1	5 lb.		
PP	0	Clothes, Common	1	3 lb.		
		Emblem	1	--		
		Vestments	1	--		
		Bedroll	1	7 lb.		
		Mess Kit	1	1 lb.		
		Rations (1 day)	10	20 lb.		
		Rope, Hempen (50 feet)	1	10 lb.		
		Tinderbox	1	1 lb.		
		Torch	10	10 lb.		
		Waterskin	1	5 lb.		

WEIGHT CARRIED

75 lb.

ENCUMBERED

225 lb.

PUSH/DRAG/LIFT

450 lb.

ATTUNED MAGIC ITEMS

QTY

WEIGHT

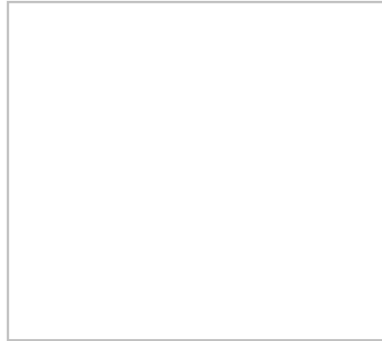
EQUIPMENT



Tommen Al'Var

CHARACTER NAME

Male	22	Medium	5'10"	
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	The Fighter	Olive	Green	Red/Brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE



ALLIES & ORGANIZATIONS

I see omens in every event and action. The gods try to speak to us, we just need

PERSONALITY TRAITS

Tradition. The ancient traditions of worship and

IDEALS

I will someday get revenge on the corrupt temple

BONDS

I judge others harshly, and myself even more severely.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<div>SPELLS</div>								