

Miri Evenwood

Character Name

Paladin 1

CLASS

1 (1)

0 / 300

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	15		+2		
DEX Dexterity	10		+0		
CON Constitution	16		+3		
INT Intelligence	14		+2		
WIS Wisdom	17		+3		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
STRENGTH ()	+2	=	+0	+2	+0	+0	+0
DEXTERITY ()	+0	=	+0	+0	+0	+0	+0
CONSTITUTION ()	+3	=	+0	+3	+0	+0	+0
INTELLIGENCE ()	+2	=	+0	+2	+0	+0	+0
WISDOM ()	+5	=	+0	+3	+0	+2	+0
CHARISMA ()	+3	=	+0	+1	+0	+2	+0

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	=	+0	+2	+0	+0	+0
RANGED attack bonus	+0	=	+0	+0	+0	+0	+0
GRAPPLE attack bonus	+2	=	+0	+2	+0	+0	+0

*Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d8+2				

Sling	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	none/x0	5 ft.

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring mail		+14	+0	+0	0

Ashley

Player Name

Human / Humanoid

RACE

27

Female

AGE

GENDER

Apollo, god of light, music, and healing

Deity

Medium / 5 ft.

SIZE / FACE

Blue

EYES

None

Region

5' 2" / 122 lbs.

HEIGHT / WEIGHT

Brown

HAIR

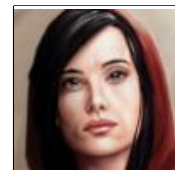
Neutral Good

Alignment

Normal

VISION

Points



SPEED

Walk 30 ft.

HP hit points	13	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED				
AC armor class	14	:	14	:	14	:	14	:	0	:	0	:	0	:	0	:	0	:	0	:	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE	
INITIATIVE modifier		+0		= +0		+ +0		MISS CHANCE		0		Arcane Spell Failure		+0		ARMOR CHECK PENALTY		0		SPELL RESIST	

Encumbrance	Light
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TOTAL SKILLPOINTS: 0		SKILLS		MAX RANKS: 0/0	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	=	0	
✓ Animal Handling	WIS	3	=	3	
✓ Arcana	INT	2	=	2	
✓ Athletics	STR	2	=	2	
✓ Deception	CHA	1	=	1	
✓ History	INT	2	=	2	
✓ Insight	WIS	5	=	3	+ 2
✓ Intimidation	CHA	1	=	1	
✓ Investigation	INT	2	=	2	
✓ Medicine	WIS	5	=	3	+ 2
✓ Nature	INT	2	=	2	
✓ Perception	WIS	3	=	3	
✓ Performance	CHA	1	=	1	
✓ Persuasion	CHA	3	=	1	+ 2
✓ Religion	INT	4	=	2	+ 2
✓ Sleight of Hand	DEX	0	=	0	
✓ Stealth	DEX	0	=	0	
✓ Survival	WIS	3	=	3	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM		LOCATION	QTY	WT / COST
Warhammer		Equipped	1	2 / 15
Ring mail		Equipped	1	40 / 30
Stealth: Disadvantage				
Sling		Carried	1	0 / 0.1
TOTAL WEIGHT CARRIED/VALUE		42 lbs.	45.1gp	

WEIGHT ALLOWANCE					
Light	80	Medium	160	Heavy	240
Lift over head	80	Lift off ground	160	Push / Drag	400

MONEY	
Total= 0 gp	

MAGIC

Languages
Common

Other Companions

Special Qualities	
Ability Score Increase	[PH, p.]
Your ability scores each increase by 1.	
Acolyte Bond ~ 4	[PH]
Everything I do is for the common people.	
Acolyte Flaw ~ 2	[PH]
I put too much trust in those who wield power within my temple's hierarchy.	
Acolyte Ideal ~ 5	[PH]
Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)	
Acolyte Personality Trait ~ 2	[PH]
I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.	
Acolyte	[PH]
Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp	
Divine Sense	[PH, p.]
The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.	
Feature: Shelter of the Faithful	[PH]
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.	
Languages	[PH, p.]
You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.	
Lay on Hands	[PH, p.]
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.	

Proficiencies
Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul,

Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip
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Templates	
First Level	
Paladin	

Miri Evenwood

Human

RACE

27

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 2"

HEIGHT

122 lbs.

WEIGHT

Blue

EYE COLOUR

White

SKIN COLOUR

Brown,

HAIR / HAIR STYLE

PHOBIAS

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PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Apollo, god of light, music, and healing

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

