

Tyrr Ellynide Tiltrivet

CHARACTER NAME

Paladin 5

CLASS & LEVEL

Rock Gnome

RACE

Soldier

BACKGROUND

Chaotic good

ALIGNMENT

Leonie

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+3

16

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +2 Intelligence
- ☒ +4 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

16

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 46

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

personality traits

PERSONALITY TRAITS

ideals

IDEALS

bonds

BONDS

flaws

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Glaive +1

+7

d10+4/s

Armor: Chain Mail
Shield: None
Frost Shard Amulet

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Gaming set dice, Vehicles (Land), All armor, shields, simple weapons, martial weapons.

Languages:

Common, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

50

PP

5

Glaive of the Moon,
Explorers Pack 10
Rations

EQUIPMENT

(See Features Page)

- Artificer's Lore
- Channel Divinity (1x/SR)
- Darkvision (60')
- Divine Health
- Divine Sense (4x/LR)
- Divine Smite
- Extra Attack (2x)
- Fighting Style (Select One)**
- Generic Feature
- Gnome Cunning
- Lay on Hands (25HP/LR)
- Military Rank

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Schreib hier was tolles hin! :)

FEATURES & TRAITS

Features and Magic Items

Tyrr Ellynide Tiltrivet

Subclasses

Subclass: Oath of The Ancients

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing things—leaves, antlers, or flowers—to reflect their commitment to preserving life and light in the world.

Tenets of the Ancients: The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

–Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

–Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

–Preserve Your Own Light. Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

–Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Features

Artificer's Lore

Source: Race (Rock Gnome)

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. Tinker.

Channel Divinity (1x/SR)

Source: Paladin

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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. When you use such an effect from this class, the DC equals your paladin spell save DC.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Divine Health

Source: Paladin

By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense (4x/LR)

Source: Paladin

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.

Divine Smite

Source: Paladin

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot,

plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack (2x)

Source: Paladin

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fighting Style (Select One)

Source: Paladin

****Not included in stats on Character Sheet**

Select a Fighting Style by choosing in feature.choices:

defense
dueling
great-weapon fighting
protection

Generic Feature

Source:

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when

Gnome Cunning

Source: Race (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Lay on Hands (25HP/LR)

Source: Paladin

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.

Military Rank

Source: Background (Soldier)

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Magic Items

Glaive of the Moon

Requires Attunement: True

Rarity: Very Rare

Magical Damage +1 As an action can glow in a bright blue color (reminder: phil)

Spell Descriptions

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Aid

Abjuration Level 2

Casting Time: 1 action

Duration: 8 hours

Range: 30 feet

Components: V, S, M (A tiny strip of white cloth)

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Bless

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Branding Smite

Evocation Level 2 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 minute

Range: Self

Components: V

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Ceremony

Abjuration Level 1 (ritual)

Casting Time: 1 hour

Duration: Instantaneous

Range: Touch

Components: V, S, M (25 gp worth of powdered silver, which the spell consumes)

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Command

Enchantment Level 1

Casting Time: 1 action

Duration: 1 round

Range: 60 feet

Components: V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. Approach The

target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop The target drops whatever it is holding and then ends its turn.

Flee The target spends its turn moving away from you by the fastest available means. Grovel The target falls prone and then ends its turn. Halt The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them

Compelled Duel

Enchantment Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn.

The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Cure Wounds

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Detect Evil And Good

Divination Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

Divination Level 1 (ritual, concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison And Disease

Divination Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S, M (A yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Divine Favor

Evocation Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 minute

Range: Self

Components: V, S

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Ensnaring Strike

Conjuration Level 1 (concentration)

Casting Time: 1 bonus action
Duration: Concentration, up to 1 minute
Range: Self
Components: V

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Find Steed

Conjuration Level 2
Casting Time: 10 minutes
Duration: Instantaneous
Range: 30 feet
Components: V, S

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Heroism

Enchantment Level 1 (concentration)

Casting Time: 1 action
Duration: Concentration, up to 1 minute
Range: Touch
Components: V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Lesser Restoration

Abjuration Level 2
Casting Time: 1 action
Duration: Instantaneous
Range: Touch
Components: V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Locate Object

Divination Level 2 (concentration)
Casting Time: 1 action
Duration: Concentration, up to 10 minutes
Range: Self
Components: V, S, M (A forked twig)

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close – within 30 feet – at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Magic Weapon

Transmutation Level 2 (concentration)
Casting Time: 1 bonus action
Duration: Concentration, up to 1 hour
Range: Touch
Components: V, S

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When

you use a spell slot of 6th level or higher, the bonus increases to +3.

Misty Step

Conjuration Level 2

Casting Time: 1 bonus action

Duration: Instantaneous

Range: Self

Components: V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Moonbeam

Evocation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 120 feet

Components: V, S, M (Several seeds of any moonseed plant and a piece of opalescent feldspar)

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Protection From Evil And Good

Abjuration Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Touch

Components: V, S, M (Holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection From Poison

Abjuration Level 2

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, S

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Purify Food And Drink

Transmutation Level 1 (ritual)

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Searing Smite

Evocation Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 minute

Range: Self

Components: V

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames.

At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

Shield Of Faith

Abjuration Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 10 minutes

Range: 60 feet

Components: V, S, M (A small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Speak With Animals

Divination Level 1 (ritual)

Casting Time: 1 action

Duration: 10 minutes

Range: Self

Components: V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Thunderous Smite

Evocation Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 minute

Range: Self

Components: V

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Wrathful Smite

Evocation Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 1 minute

Range: Self

Components: V

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

Zone Of Truth

Enchantment Level 2

Casting Time: 1 action

Duration: 10 minutes

Range: 60 feet

Components: V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.