



TYLLA THE SCREAMING BLADE

Paladin 1
CLASS & LEVEL
Half-Orc
RACE/ANCESTRY/HERITAGE

0
EXPERIENCE POINTS
Noble
BACKGROUND

PLAYER NAME
CAMPAIGN or PLAYER ID

STR
+3
17

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) **18**
INITIATIVE **-1**
SPEED **30 ft.**

DEX
-1
8

SAVING THROWS

- +3 Strength Saves
 - 1 Dexterity Saves
 - +2 Constitution Saves
 - +0 Intelligence Saves
 - +3 Wisdom Saves *
 - +4 Charisma Saves *
- * Prof. bonus added

HIT POINTS **12**
HIT DICE **1d10**

DEATH SAVES: Success O O O Fail O O O

CON
+2
14

SKILLS

- 1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str) *
- +2 Deception (Cha)
- +2 History (Int) *
- +1 Insight (Wis)
- +4 Intimidation (Cha) *
- +0 Investigation (Int)
- +3 Medicine (Wis) *
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha) *
- +0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex) (Disadv.)
- +1 Survival (Wis)

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage.)

Javelin. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

INT
+0
10

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

WIS
+1
12

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shield (AC +2), longsword, five (5) javelins, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 141 lbs.; add 1 lb. per 50 coins carried.)

Magic Items [DMG p. 135]
• *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

Coins & Gems: 24 gold pieces (gp); 47 silver pieces (sp); 21 copper pieces (cp); 3 gems (worth 10 gp each)

CHA
+2
14

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: gaming set (Dragonchess)

Saving Throws: Wisdom, Charisma

Skills: Athletics, History, Intimidation, Medicine, Persuasion

Languages: Common, Giant, Orc

ENCUMBRANCE

Lifting & Carrying: 255 lbs. max. carrying capacity; 510 lbs. pushing or dragging (speed -5 ft.); 510 lbs. max. lift.

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Noble Background [PHB p. 135]

- **Feature:** Position of Privilege
- **Traits:** Your parent was a military genius. Raised by a disguised silver dragon.
- **Ideal:** Avoids political games.
- **Bond:** Backs family's alliances.
- **Flaw:** Your sibling dishonored the family.

Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 25 years old
- Medium Size (5' 4", 99 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)

Paladin Class Features [PHB p. 82]

- Divine Sense (sense good, evil 3 / day)
- Lay On Hands (heal 5 h.p. betw. long rests)