

Thadios "Excellence" Gennom

CHARACTER NAME

Paladin 1

CLASS & LEVEL

Tiefling

RACE

Soldier

BACKGROUND

Chaotic Good

ALIGNMENT

Johnny Walker

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+1

12

CONSTITUTION

+1

13

INTELLIGENCE

-1

9

WISDOM

0

10

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- \_\_\_ Strength
  - \_\_\_ Dexterity
  - \_\_\_ Constitution
  - \_\_\_ Intelligence
  - \_\_\_ Wisdom
  - \_\_\_ Charisma

- SKILLS
- \_\_\_ Acrobatics (Dex)
  - \_\_\_ Animal Handling (Wis)
  - \_\_\_ Arcana (Int)
  - \_\_\_ Athletics (Str)
  - \_\_\_ Deception (Cha)
  - \_\_\_ History (Int)
  - \_\_\_ Insight (Wis)
  - \_\_\_ Intimidation (Cha)
  - \_\_\_ Investigation (Int)
  - \_\_\_ Medicine (Wis)
  - \_\_\_ Nature (Int)
  - \_\_\_ Perception (Wis)
  - \_\_\_ Performance (Cha)
  - \_\_\_ Persuasion (Cha)
  - \_\_\_ Religion (Int)
  - \_\_\_ Sleight of Hand (Dex)
  - \_\_\_ Stealth (Dex)
  - \_\_\_ Survival (Wis)

16

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 11

11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny.

IDEALS

Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Greatsword +4 2d6+2 slashing

Hatchet +4 1d6+2 slashing

Whip (reach) +4 1d4+2 slashing

Hatchet, thrown (20/60) +4 1d6+2 slashing

ATTACKS & SPELLCASTING

0

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Infernal

Armor: All Armor, Shields

Weapons: All simple and martial weapons

Tools: Vehicles (land), dragonchess set

OTHER PROFICIENCIES & LANGUAGES

CP 20

A set of common clothes  
A suit of chainmail  
A greatsword

SP 8

A whip  
A hatchet  
An enameled white gauntlet  
An insignia of rank

EP

A backpack  
A bedroll  
A mess kit

CP 9

A tinderbox  
10 torches  
10 days of rations  
A waterskin

PP

A 50' coil of rope  
A set of bone dice  
A belt pouch  
An orc tusk, taken from the first raider you killed in battle.

EQUIPMENT

Darkvision: 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.

Hellish Resistance: You have resistance to fire damage.

Infernal Legacy: You know the Thaumaturgy cantrip.

Divine Sense: As an action, you can open your awareness to the presence of strong evil or powerful good. 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 of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated. You can use this ability 1 +CHA times. When you finish a long rest, you regain all expended uses.

Lay on Hands: You have a pool of 5 hit points. As an action, you can touch a creature and restore a number of hit points to that creature, up to the maximum amount remaining in your pool. You may also spend 5 hit points from your pool to cure the target of one disease or neutralize one poison affecting it. This feature has no effect on undead or constructs. When you complete a long rest, your pool is replenished.

FEATURES & TRAITS



# Thadios "Excellence" Gennom

CHARACTER NAME

22	6'1"	185
AGE	HEIGHT	WEIGHT
Black	Red	Black
EYES	SKIN	HAIR

CHARACTER APPEARANCE

The Flaming Fist (2 renown): a mercenary company based in, and fiercely loyal to, the city of Baldur's Gate. The company serves as both police force and army, keeping the peace locally, and bringing wealth and glory to the city from its foreign expeditions. You hold the formal rank of Gauntlet (corporal) in the company, but you have a provisional promotion to the rank of Manip (seargent), and have been promised a commission to Flame (lieutenant) if your quest is successful.

NAME

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SYMBOL

ALLIES & ORGANIZATIONS

You grew up with a human mother, but it was clear you were different. Your ruby skin, and black eyes set you apart from the other children, to say nothing of your horns and tail. Still, your mother never talked about your father, and always dodged your questions whenever you asked.

It was hard as a youth. The other kids were afraid of you, and their parents didn't trust you. Your mother taught you to be the bigger person and not worry about it. She always said: "if you're better than them, they will have to respect that eventually." The drive to be best got you through school, and into the army.

You still have problems with new people, but you know that as long as you strive for perfection in everything you do, they'll take notice sooner or later.

In fact, you've even just been promoted! You were the first chosen from your platoon of privates to move up in the ranks, and you've been given a special assignment:

A local wizard has been putting together a party to adventure to Chult in search of the cause of the recent Death Curse everyone has been talking about. You are to accompany this party, help them how you can, and report back on your findings in Chult. You have also received instructions to keep an eye on a certain dragonborn convict who has also been recruited for the adventure, and make sure he doesn't jump bail.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Thaumaturgy

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

3

6

7

4

8

5

9

SPELLS KNOWN