

CHARACTER NAME

Paladin Oath of Devotion 11

CLASS & LEVEL

Human

RACE

Acolyte

BACKGROUND

LB

ALIGNMENT

PLAYER NAME

85000

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+4

18

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +8 Strength
- ☐ +3 Dexterity
- ☐ +6 Constitution
- ☐ +3 Intelligence
- ☒ +8 Wisdom
- ☒ +12 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +8 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +8 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

18

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 92

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I idolize a particular hero of my faith, and constantly refer to that person's deeds and examples.
I quote sacred texts and proverbs.

PERSONALITY TRAITS

Tradition, The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Maul +10 2d6+6

L Hammer +8 1d4+4

+1d8 rad

2 x Light Hammer, Bludgeoning, 20/60, 2 lbs. Each.

Plate, AC 18, 65 lbs., Stealth Disadvantage, Strength 15

ATTACKS & SPELLCASTING

10

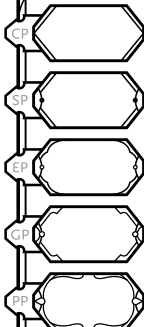
PASSIVE WISDOM (PERCEPTION)

Languages - Common, Dwarvish, Elvish, Draconic

Armor - All armor, shields

Weapons - Simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES



Body - Adamantine Plate (AC 18) While you're wearing it, any critical hit against you becomes a normal hit.
RH/LH - Maul

Misc

* Maul +2

* Holy Symbol Focus

* 2x Potion of Superior Healing (8d4 +8)

EQUIPMENT

---Archetype---

Archetype - Oath of Devotion

*Channel Divinity - Sacred Weapon, Action, For one minute you add +4 to attack roll made with one weapon. The weapon emits bright light 20 bright and then 20 dim beyond that. If the weapon is not magic, this imbue makes the weapon magical.

Turn The Unholy, Action, Each fiend or undead within 30 feet that can see OR hear you must make a Wisdom Saving Throw. On a failed save, the target is turned for one minute or until it takes damage. While feared, on its action, the creature must move away from you and it cannot take reactions. For its action, the thing it can do is use its Dash action to run away.

*Aura of Devotion - you and your friends that are within 10 feet of you cannot be charmed while you are conscious.

---Special---

Feats

*Greater Weapon Master - Once per turn, when you crit or reduce a creature to 0 hp with a melee weapon, you can make a melee attack with a bonus action. You can take -5 to attack roll before the attack for a +10 to dmg roll.

Class Features

*Divine Sense - within 60 feet you know the location of any celestial, fiend or undead. You can use this 5 times

*Lay On Hands - you have a healing pool of 55hp. You can touch and heal HP or spend 5 points and cure disease or 1 poison effect.

*Fighting Style, Great Weapon Fighting. When you use a melee 2 handed or versatile weapon, you can reroll the damage on the roll of a 1 or 2 and you must take the new roll.

* Divine Smite - when you hit a creature with a melee weapon you can use a spell slot and add an additional 2d8 radiant damage. 1d8 extra vs undead or fiend.

*Divine Health - you become immune to disease.

*Extra Attack - when you take the attack Action, you can attack twice instead of once.

*Aura of Protection - you and allies within 10 feet of you gains a +4 bonus to the saving throw while you are conscious.

*Aura of Courage - you and allies within 10 feet cannot be frightened while you are conscious.

*Improved Divine Smite - you do an additional 1d8 radiant damage. This damage ALSO stacks on top of normal divine smite damage also.

FEATURES & TRAITS



Paladin

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

0 CANTRIPS

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

BEAST

SPELL NAME

- ☐ Cure Wounds 230
- ☐ Bless 219
- ☐ Shield of Faith 275
- ☒ Protection from evil & good - DOMAIN 270
- ☒ Sanctuary - DOMAIN 272
- ☐ Detect Magic 231
- ☐ Heroism 250
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

2 3

- ☒ Lesser Restoration - DOMAIN 255
- ☒ Zone of Truth - DOMAIN 289
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

3 3

- ☒ Beacon Of Hope - DOMAIN 217
- ☒ Dispel Magic - DOMAIN 234
- ☐ Revivify 272
- ☐ Aura of Vitality 216
- ☐ Elemental Weapon 237
- ☐ Crusader's Mantle 230
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

4

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

5

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

6

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

7

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

8

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

9

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

SPILLS KNOWN