D&D BEYOND

Sir Francis Drake

CHARACTER NAME

Paladin 12 [Oath of the Open Sea]	
CLASS & LEVEL	PLAYER NAME
Locathah	Sailor (Revelry Pirate)
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	+4	18
DEXTERITY	+0	10
CONSTITUTION	+2	14
INTELLIGENCE	-1	9
WISDOM	+0	10
CHARISMA	+4	18

○	+8	Strength
○	+4	Dexterity
○	+6	Constitution
○	+3	Intelligence
⊙	+8	Wisdom
⊙	+12	Charisma

Saving Throw Modifiers

+4 Bonus on saves Advantage against being charmed, frightened, paralyzed, poisoned.

SAVING THROWS

○	+0	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
○	+0	Medicine WIS
○	-1	Nature INT
Ⓟ	+4	Perception WIS
○	+4	Performance CHA
Ⓔ	+12	Persuasion CHA
Ⓟ	+3	Religion INT
○	+0	Sleight of Hand DEX
○	+0	Stealth DEX
Ⓟ	+4	Survival WIS
○		
○		
○		

SKILLS

+0 INITIATIVE

ARMOR 22 CLASS

Immunities - Disease, Frightened

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 30 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
100		--

HIT POINTS

Total 12d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Navigator's Tools, Vehicles (Water)

=== LANGUAGES ===
Aquan, Common

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Channel Divinity • 1 / Short Rest
Your oath allows you to channel divine energy to fuel magical effects. 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 (DC 16).

Divine Sense • 5 / Long Rest
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 5 times per long rest.

Lay on Hands Pool • 60 / Long Rest
You have a pool of healing power that can restore 60 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

=== BONUS ACTIONS ===
Channel Divinity: Fury of the Tides

ACTIONS

14	PASSIVE WISDOM (PERCEPTION)
14	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger, +1	+9	1d4+7 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Javelin	+8	1d6+6 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+9	1d8+7 Slashing	Martial, Versatile
Trident, +1	+9	1d6+7 Piercing	Martial, Thrown, Versatile, Range (20/60)
Warhammer, +1	+9	1d8+7 Bludgeoning	Martial, Versatile
Unarmed Strike	+8	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Sir Francis Drake	Paladin 12 [Oath of the Open Sea]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Locathah / Sailor (Revelry Pirate)
	RACE / BACKGROUND / EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 5 times per long rest.

| 5 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 60 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

| Lay on Hands Pool: 60 / Long Rest • 1 Action

* Additional Paladin Spells • TCoE 52
Your Paladin has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Fighting Style • PHB 84
You adopt a style of fighting as your specialty.

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* Spellcasting • PHB 84
You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 16, Spell Attack +8). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85
When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

| Special

* Harness Divine Power • TCoE 53
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, which can be no higher than level 2. You regain all expended uses when you finish a long rest.

| 2 / Long Rest • 1 Bonus Action

* Divine Health • PHB 85
You are immune to disease.

* Sacred Oath • PHB 85

| Oath of the Open Sea

| Channel Divinity: 1 / Short Rest • 1 Action

* Oath Spells • CR
You gain oath spells at the paladin levels listed in the Oath of the Open Seas Spells table. See the Sacred Oath class feature for how oath spells work.

* Channel Divinity • CR
You gain 2 Channel Divinity options:
Marine Layer. As an action you channel the sea, creating a thick cloud of fog that surrounds you and heavily obscures the area for 20 ft. in all directions, following as you move. You and all creatures within 5 ft. of you instead treat this fog as lightly obscured. This fog lasts for 10 minutes, spreads around corners and cannot be dispersed.
Fury of the Tides. As a bonus action, you channel the powerful might of the waves to bolster your attacks for 1 minute. Once per turn for the duration, when you hit a creature with weapon attack, you can choose to push the target 10 ft. away from you. If the target is pushed into an obstacle or another creature, they take an additional +4 bludgeoning damage.

| Channel Divinity: Marine Layer: 1 Action

| Channel Divinity: Fury of the Tides: 1 Bonus Action

* Martial Versatility • TCoE 53
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

* Ability Score Improvement • PHB 85

* Extra Attack • PHB 85
You can attack twice, instead of once, whenever you take the Attack action on your turn.

| Special

* Aura of Protection • PHB 85
While you are conscious, you grant all friendly creatures (including you) within 10 ft. a +4 bonus to all saving throws.

* Aura of Liberation • CR
You emanate an aura while you're not incapacitated. You and any creature of your choice within 10 ft. of you cannot be grappled or restrained, as well as ignore penalties on movement or attacks while underwater. Creatures that are already

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	5
WEIGHT CARRIED	138.2 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Shield, +2	1	6 lb.
Splint, +1	1	60 lb.
Javelin	4	8 lb.
Longsword, +1	1	3 lb.
Dagger, +1	1	1 lb.
Trident, +1	1	4 lb.
Warhammer, +1	1	2 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Navigator's Tools	1	2 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Sack	1	0.5 lb.
Sack	1	0.5 lb.

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Goggles of Night	1	--
Amulet of the Devout, +2	1	--
Heward's Handy Haversack	1	5 lb.
Broom of Flying	1	3 lb.
Platinum Ring (50 gp)	2	--
Diamonds (300 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of the Devout, +2	1	--

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Sir Francis Drake

CHARACTER NAME

Paladin 12 [Oath of the Open Sea]

CLASS & LEVEL

PLAYER NAME

Locathah

RACE

Sailor (Revelry Pirate)

BACKGROUND

EXPERIENCE POINTS

grappled or restrained when they enter the aura can spend 5 feet of movement to automatically escape nonmagical restraints.

* Aura of Courage • PHB 85
While you are conscious, you and friendly creatures within 10 ft. can't be frightened.

* Improved Divine Smite • PHB 85
Whenever you hit with a melee weapon, the target takes an extra 1d8 radiant damage.

| Special

=== LOCATHAH RACIAL TRAITS ===

* Ability Score Increase • LR
Your Strength score increases by 2 and your Dexterity score increases by 1.

* Natural Armor • LR
When you aren't wearing armor, your AC is 12 + your Dexterity modifier. A shield's benefits apply as normal.

* Observant and Athletic • LR
You have proficiency in the Athletics and Perception skills.

* Leviathan Will • LR
You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

* Limited Amphibiousness • LR
You can breathe air and water, but you need to be submerged at least once every 4 hours to avoid suffocating.

=== FEATS ===

* Skill Expert • TCoE 80
You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Sir Francis Drake

CHARACTER NAME

Male	17	Medium	5' 10"	173
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Eadro	Orange and Wh	Brown	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I enjoy sailing into new ports and making new friends over a flagon of ale.
My language is as foul as an

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Paladin

SPELLCASTING CLASS

CHA	18	+10
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	4 Slots OOOO							
O	Protection from Evil and Good <C>	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Wrathful Smite <C>	Paladin	WIS 18	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Compelled Duel <C>	Paladin	WIS 18	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
P	Create or Destroy Water	Paladin (Always Prepared)	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
P	Expeditious Retreat <C>	Paladin (Always Prepared)	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Command	Paladin	WIS 18	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Searing Smite <C>	Paladin	CON 18	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 18	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
O	Ceremony	Paladin	--	1h	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
O	Lesser Restoration	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Warding Bond	Paladin	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
P	Misty Step	Paladin (Always Prepared)	--	1BA	Self	V	Instantaneous	PHB 260	V
P	Augury	Paladin (Always Prepared)	--	1m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Locate Object <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Magic Weapon <C>	Paladin	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Paladin	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Zone of Truth	Paladin	CHA 18	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
	=== 3rd LEVEL ===	3 Slots OOO							
O	Revivify	Paladin	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Blinding Smite <C>	Paladin	CON 18	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Crusader's Mantle <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 230	D: 1m, 30 ft. Sphere, V
P	Call Lightning <C>	Paladin (Always Prepared)	DEX 18	1A	120 ft./60 ft. Cylinder	V,S	Concentration, up to 10 minutes	PHB 220	D: 10m, 60 ft. Cylinder, V/S
P	Tidal Wave	Paladin (Always Prepared)	DEX 18	1A	120 ft.	V,S,M	Instantaneous	EE 168	V/S/M
O	Create Food and Water	Paladin	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Daylight	Paladin	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Dispel Magic	Paladin	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Magic Circle	Paladin	CHA 18	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Remove Curse	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Aura of Vitality <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 216	D: 1m, 30 ft. Sphere, V
O	Elemental Weapon <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 237	Special: *, D: 1h, V/S
O	Spirit Shroud <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.