D&D BEYOND

Kithlyse Trickfoot

CHARACTER NAME

Paladin 6 [Oath of Redemption]
CLASS & LEVEL

PLAYER NAME

Lightfoot Halfling
RACE

Urban Bounty Hunter
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+3	16

○	+3	Strength
○	+7	Dexterity
○	+5	Constitution
○	+2	Intelligence
⊙	+6	Wisdom
⊙	+9	Charisma

Saving Throw Modifiers

+3 Bonus on saves
Advantage against being frightened

SAVING THROWS

○	+4	Acrobatics DEX
○	+0	Animal Handling WIS
○	-1	Arcana INT
Ⓟ	+3	Athletics STR
○	+3	Deception CHA
○	-1	History INT
○	+0	Insight WIS
Ⓟ	+6	Intimidation CHA
○	-1	Investigation INT
○	+0	Medicine WIS
○	-1	Nature INT
○	+0	Perception WIS
○	+3	Performance CHA
Ⓟ	+6	Persuasion CHA
○	-1	Religion INT
○	+4	Sleight of Hand DEX
Ⓟ	+7	Stealth DEX
○	+0	Survival WIS
○		
○		
○		

SKILLS

+4
INITIATIVE

ARMOR
18
CLASS

Immunities - Disease
DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)
SPEED

Max HP: 52
Current HP:
Temp HP: --
HIT POINTS

Total: 6d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== TOOLS ===
Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Common, Halfling

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 14).

Divine Sense • 4 / 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 4 times per long rest.

Lay on Hands Pool • 30 / Long Rest
You have a pool of healing power that can restore 30 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: Emissary of Peace

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +1	+8	1d8+7 Piercing	Martial, Finesse
Shortbow	+7	1d6+4 Piercing	Simple, Ammunition, Range, Two-Handed, Range (80/320)
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Kithlyse Trickfoot	Paladin 6 [Oath of Redemption]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Lightfoot Halfling	Urban Bounty Hunter
	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 4 times per long rest.

| 4 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 30 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: 30 / 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 14, Spell Attack +6). 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.

| 1 / Long Rest • 1 Bonus Action

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

* Sacred Oath • PHB 85

| Oath of Redemption

| Channel Divinity: 1 / Short Rest • 1 Action

* Oath Spells • XGtE 39
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* Channel Divinity • XGtE 39
You gain two Channel Divinity options:

Emissary of Peace - As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Rebuke the Violent - Immediately after an attacker within 30 ft. deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a WIS saving throw (DC 14). On failure, the attacker takes radiant damage equal to the damage it just dealt, or half damage on success.

| Channel Divinity: Emissary of Peace: 1 Bonus Action

| Channel Divinity: Rebuke the Violent: 1 Reaction

* 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 +3 bonus to all saving throws.

=== LIGHTFOOT HALFLING RACIAL TRAITS ===

* Lucky • BR 28
When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	7

WEIGHT CARRIED	82.64 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Shield	1	6 lb.
Dagger	1	1 lb.
Shortbow	1	2 lb.
Rapier, +1	1	2 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Quiver	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--

NAME	QTY	WEIGHT
Thieves' Tools	1	1 lb.
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Amulet of the Devout, +1	1	--
Goggles of Night	1	--
Potion of Healing (Greater)	1	0.5 lb.
Platinum Ring (50 gp)	2	--

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

EQUIPMENT

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CHARACTER NAME

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CLASS & LEVEL

PLAYER NAME

Lightfoot Halfling

RACE

Urban Bounty Hunter

BACKGROUND

EXPERIENCE POINTS

* Brave • BR 28
You have advantage on saving throws against being frightened.

* Halfling Nimbleness • BR 28
You can move through the space of any creature that is of a size larger than yours.

* Naturally Stealthy • BR 28
You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Kithlyse Trickfoot

CHARACTER NAME

Female	24	Small	2' 10"	38
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Yondalla	Fair	Brown	Auburn
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.

PERSONALITY TRAITS

Honor. I don't steal from others in the trade. (Lawful)

IDEALS

Something important was taken from me, and I aim to steal it back.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Paladin

SPELLCASTING CLASS

CHA	15	+7
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	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
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 15	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Compelled Duel <C>	Paladin	WIS 15	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
P	Sanctuary	Paladin (Always Prepared)	WIS 15	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Sleep	Paladin (Always Prepared)	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
O	Command	Paladin	WIS 15	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 15	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 15	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 ===	2 Slots OO							
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
P	Hold Person <C>	Paladin (Always Prepared)	WIS 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
P	Calm Emotions <C>	Paladin (Always Prepared)	CHA 15	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Lesser Restoration	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
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 15	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

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