D&D BEYOND

Zekantar Khalorel	Paladin 13 [Oathbreaker]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
	Dark Elf (Drow)
	RACE
	Smuggler
	BACKGROUND
	EXPERIENCE POINTS

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

+4	Strength
+8	Dexterity
+6	Constitution
+3	Intelligence
+9	Wisdom
+13	Charisma

Saving Throw Modifiers

+4 Bonus on saves Advantage against being charmed, and magic can't put you to

SAVING THROWS

+4	Acrobatics	DEX
+0	Animal Handling	WIS
-1	Arcana	INT
+5	Athletics	STR
+9	Deception	CHA
-1	History	INT
+0	Insight	WIS
+9	Intimidation	CHA
-1	Investigation	INT
+0	Medicine	WIS
-1	Nature	INT
+5	Perception	WIS
+4	Performance	CHA
+4	Persuasion	CHA
-1	Religion	INT
+4	Sleight of Hand	DEX
+9	Stealth	DEX
+0	Survival	WIS

SKILLS

+4 INITIATIVE

ARMOR 20 CLASS

Immunities - Disease, Frightened

DEFENSES

INSPIRATION

+5 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
108		--

HIT POINTS

Total 13d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

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

=== TOOLS ===
Vehicles (Water)

=== LANGUAGES ===
Common, Elvish

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 17).

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 • 65 / Long Rest
You have a pool of healing power that can restore 65 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 ===
Crossbow Expert Attack

ACTIONS

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

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Hand, +2	+11	1d6+6 Piercing	Martial, Ammunition, Range, Light, Loading, Range (30/120)
Dagger	+9	1d4+8 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +2	+11	1d8+10 Piercing	Martial, Finesse
Unarmed Strike	+5	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Zekantar Khalorel	Paladin 13 [Oathbreaker]		
CHARACTER NAME	CLASS & LEVEL		PLAYER NAME
	Dark Elf (Drow)	Smuggler	
	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 65 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: 65 / 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.

| Defense • PHB
While you are wearing armor, you gain a +1 bonus to AC.

* Spellcasting • PHB 84
You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 17, Spell Attack +9). 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 3. 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

| Oathbreaker

| Channel Divinity: 1 / Short Rest • 1 Action

* Oathbreaker Spells • DMG
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 • DMG
You gain two Channel Divinity options:

Control Undead - As an action, you can target one undead within 30 ft. to force a WIS saving throw (DC 17). On failure, the target must obey your commands for 24 hours, or until you use this feature again. An undead with a CR equal to or greater than 13 is immune.

Dreadful Aspect - As an action, each creature of your choice that can see you within 30 ft. must make a WIS saving throw (DC 17). On failure, the target is frightened of you for 1 minute. If it moves more than 30 ft. from you, it can attempt another saving throw.

| Channel Divinity: Control Undead: 1 Action

| Channel Divinity: Dreadful Aspect: 1 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 Hate • DMG
You grant yourself and any fiends or undead within 10 ft. a +4 bonus to melee weapon damage rolls.

* 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	5
WEIGHT CARRIED	85.7 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Shield, +1	1	6 lb.
Studded Leather	1	13 lb.
Crossbow, Hand, +2	1	3 lb.
Rapier, +2	1	2 lb.
Dagger	1	1 lb.
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Knave's Eye Patch	1	--
Amulet of the Devout, +1	1	--
Backpack	1	5 lb.
Bedroll	1	7 lb.
Case, Crossbow Bolt	1	1 lb.
Crossbow Bolts	1	1.5 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Drow Poison (Injury)	2	--
Platinum Ring (50 gp)	2	--
Diamonds (300 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Knave's Eye Patch	1	--
Amulet of the Devout, +1	1	--

EQUIPMENT

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Zekantar Khalorel

CHARACTER NAME

Paladin 13 [Oathbreaker]

CLASS & LEVEL

PLAYER NAME

Dark Elf (Drow)

RACE

Smuggler

BACKGROUND

EXPERIENCE POINTS

Whenever you hit with a melee weapon, the target takes an extra 1d8 radiant damage.

| Special

=== DARK ELF (DROW) RACIAL TRAITS ===

* Keen Senses • BR 23
You have proficiency in the Perception skill.

* Fey Ancestry • BR 23
You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • BR 23
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Superior Darkvision • PHB 24
You can see in darkness (shades of gray) up to 120 ft.

* Sunlight Sensitivity • PHB 24
You have disadvantage on attack rolls and on Perception checks that rely on sight when you, your target, or whatever you are trying to perceive is in direct sunlight.

* Drow Magic • PHB 24
You know the dancing lights cantrip. [3rd] You can cast faerie fire once per long rest. [5th] You can cast the darkness spell once per long rest. CHA is your spellcasting ability.

* Drow Weapon Training • PHB 24
You have proficiency with rapiers, shortswords, and hand crossbows.

=== FEATS ===

* Crossbow Expert • PHB 165
You ignore the loading property of crossbows with which you are proficient. Being within 5 ft. of a hostile creature doesn't impose disadvantage on your ranged attack rolls, and when you use the Attack action and with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

| Crossbow Expert Attack: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Zekantar Khalorel

CHARACTER NAME

Male	240	Medium	4' 9"	83
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Zinzerena	Black	Ice Blue	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always have a plan for what to do when things go wrong.
The first thing I do in a new place is note the locations of everything

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

I turn tail and run when things look bad.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

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

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Dancing Lights <C>	Drow Magic	--	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 230	D: 1m, V/S/M
	=== 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 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	Hellish Rebuke	Paladin (Always Prepared)	DEX 18	1R	60 ft.	V,S	Instantaneous	PHB 250	V/S
P	Inflict Wounds	Paladin (Always Prepared)	+10	1A	Touch	V,S	Instantaneous	PHB 253	V/S
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
O	Faerie Fire <C>	Drow Magic	DEX 18	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	1/LR, D: 1m, 20 ft. Cube, V
	=== 2nd LEVEL ===	3 Slots OOO							
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
O	Warding Bond	Paladin	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
P	Crown of Madness <C>	Paladin (Always Prepared)	WIS 18	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 229	D: 1m, V/S
P	Darkness <C>	Paladin (Always Prepared)	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
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 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
O	Darkness <C>	Drow Magic	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	1/LR, D: 10m, 15 ft. Sphere, V/M
	=== 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	Animate Dead	Paladin (Always Prepared)	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
P	Bestow Curse <C>	Paladin (Always Prepared)	WIS 18	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
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

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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
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
	=== 4th LEVEL ===	1 Slots O							
P	Confusion <C>	Paladin (Always Prepared)	WIS 18	1A	90 ft./10 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 224	D: 1m, 10 ft. Sphere, V/S/M
P	Blight	Paladin (Always Prepared)	CON 18	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
O	Banishment <C>	Paladin	CHA 18	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Death Ward	Paladin	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Locate Creature <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Aura of Life <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Aura of Purity <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Staggering Smite <C>	Paladin	WIS 18	1BA	Self	V	Concentration, up to 1 minute	PHB 278	D: 1m, V
O	Find Greater Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	XGtE 156	V/S

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