D&D BEYOND

Jesnorae Coltec	Paladin 9 [Oath of Devotion]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
Dragonborn	Courtier
RACE	BACKGROUND
	EXPERIENCE POINTS

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

○	+7	Strength
○	+3	Dexterity
○	+5	Constitution
○	+2	Intelligence
⊙	+7	Wisdom
⊙	+10	Charisma

Saving Throw Modifiers

+3 Bonus on saves

SAVING THROWS

○	+0	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+8	Athletics	STR
○	+3	Deception	CHA
○	-1	History	INT
Ⓟ	+4	Insight	WIS
Ⓟ	+7	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
○	+0	Perception	WIS
○	+3	Performance	CHA
Ⓟ	+7	Persuasion	CHA
○	-1	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+0	INITIATIVE
ARMOR 19	CLASS

Resistances - Fire
Immunities - Charmed,

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
76		--

HIT POINTS

Total 9d10

HIT DICE

SUCCESSES ○-○-○
FAILURES ○-○-○

DEATH SAVES

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

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

=== LANGUAGES ===
Common, Draconic, Dwarvish, 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

Breath Weapon (Gold) • 1 / Short Rest
As an action once per short rest, exhale in a 15 ft. cone (DEX DC 14, half damage on success) for 2d6 Fire Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

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 15).

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 • 45 / Long Rest
You have a pool of healing power that can restore 45 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+8	1d4+6 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
Morningstar	+8	1d8+6 Piercing	Martial
Warhammer	+8	1d8+6 Bludgeoning	Martial, Versatile
Unarmed Strike	+8	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Jesnorae Coltec	Paladin 9 [Oath of Devotion]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Dragonborn	Courtier
	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 45 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: 45 / 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 15, Spell Attack +7). 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 Devotion

| Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 86
You gain two Channel Divinity options:

Sacred Weapon - As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add +3 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

Turn the Unholy - As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a WIS saving throw (DC 15). On failure, it is turned for 1 minute or until it takes damage.

| Channel Divinity: Sacred Weapon: 1 Action

| Channel Divinity: Turn the Unholy: 1 Action

* Oath Spells • PHB 86
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* 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.

* Aura of Devotion • PHB 86
While you are conscious, friendly creatures (including you) within 10 ft. can't be charmed.

=== DRAGONBORN RACIAL TRAITS ===

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	3

WEIGHT CARRIED	139.16 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Shield	1	6 lb.
Splint	1	60 lb.
Dagger	1	1 lb.
Javelin	4	8 lb.
Morningstar	1	4 lb.
Warhammer	1	2 lb.
Longsword, +1	1	3 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.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--

NAME	QTY	WEIGHT
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	--
Platinum Ring (50 gp)	2	--

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

EQUIPMENT

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Jesnorae Coltec

CHARACTER NAME

Paladin 9 [Oath of Devotion]

CLASS & LEVEL

PLAYER NAME

Dragonborn

RACE

Courtier

BACKGROUND

EXPERIENCE POINTS

* Draconic Ancestry • BR 34
You gain a breath weapon and damage resistance with your chosen dragon type.

| Gold Dragon • BR 34
Fire

* Breath Weapon • BR 34
Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 14 saving throw (type determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one.

| Gold Dragon • BR 34
As an action once per short rest, exhale in a 15 ft. cone (DEX DC 14, half damage on success) for 2d6 Fire Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

| Breath Weapon (Gold): 1 / Short Rest • 1 Action

* Damage Resistance • BR 34
You have resistance to the damage type associated with your draconic ancestry.

| Gold Dragon • BR 34
Fire Damage

=== FEATS ===

* Shield Master • PHB 170
If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any DEX saving throw you make against effects that target only you, and if an effect allows half damage on success, you can use your reaction to take no damage.

| Shield Master Shove: 1 Bonus Action

| Shield Master Evasion: 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Jesnorae Coltec

CHARACTER NAME

Female	22	Medium	6' 0"	217
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Bahamut	Gold Scales	Amber	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
I'm rude to people who lack my

PERSONALITY TRAITS

Community. It is the duty of all civilized people to strengthen the bonds of community and the security

IDEALS

I owe my guild a great debt for forging me into the person I am today.

BONDS

I'm quick to assume that someone is trying to cheat me.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Paladin

SPELLCASTING CLASS

CHA	16	+8
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	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 16	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Compelled Duel <C>	Paladin	WIS 16	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 16	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
P	Protection from Evil and Good <C>	Paladin (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P	Sanctuary	Paladin (Always Prepared)	WIS 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Command	Paladin	WIS 16	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 16	1BA	Self	V	Concentration, up to 1 minute	PHB 274	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	Warding Bond	Paladin	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
P	Lesser Restoration	Paladin (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Zone of Truth	Paladin (Always Prepared)	CHA 16	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
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	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
	=== 3rd LEVEL ===	2 Slots OO							
P	Beacon of Hope <C>	Paladin (Always Prepared)	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
P	Dispel Magic	Paladin (Always Prepared)	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, 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	Magic Circle	Paladin	CHA 16	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	Revivify	Paladin	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
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	Blinding Smite <C>	Paladin	CON 16	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
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

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