
Muladdoc "Fishy" Kohlburd

Lvl 5 Paladin of Dumathion

| HP | AC | Prof | Speed |
|----|----|------|-------|
| 54 | 20 | +3 | 25 |

| STR | CHA | CON | DEX | INT | WIZ |
|-----|-----|-----|-----|-----|-----|
| 19 | 17 | 18 | 12 | 10 | 9 |
| +4 | +3 | +4 | +1 | 0 | -1 |

| | | |
|---|---------|---------|
| prepared spells: ($\text{CHA} + \text{lvl}/2$) | 5 | |
| Spell slots by lvl | 1st - 4 | 2nd - 2 |
| Spell save DC: ($8 + \text{prof} + \text{CHA}$) | 14 | |
| Spell attack mod: ($\text{prof} + \text{CHA}$) | +6 | |
| Melee attack mod: $\text{STR} + \text{prof}$ | +7 | |

Racials and Misc:

| Sentinel - Feat |
|--|
| If I hit creature with opportunity attack, their speed is 0 for the rest of their turn |
| Creatures within 5ft provoke opportunity attacks even if they disengage |
| Creatures within 5ft that attack someone else - I can use a reaction to melee attack |

- ▶ Can see in dim light to 60ft as though in bright light and **Darkvision**
- ▶ Advantage on saving throws against poison, resistant to poison damage
- ▶ Speed not reduced by heavy armor
- ▶ Proficient with smith's tools
- ▶ speak/read/write Common + Dwarvish
- ▶ on any **INT** (History) check related to the origin of stonework add double proficiency bonus to the check

Class Misc:

- ▶ Defense (+1 AC while wearing armor)
- ▶ Saving Throws: **WIZ**, **CHA**
- ▶ Skills: Persuasion, Athletics
- ▶ Immunity to Disease
- ▶ **Extra Attack**

Class Abilities:

| Divine Sense | | |
|---|---|-----------|
| 1 action | Self | immediate |
| know location (60ft) (1 + CHA) times per long rest | any celestial, fiend, undead, consecrated, desecrated | |

| Lay on Hands | | |
|------------------------------|---|-----------|
| 1 action | touch | immediate |
| up to (pally lvl x 5) (25)HP | 5HP == 1 disease or poison cured. replenish pool on long rest | |

| Divine Smite | | |
|----------------------------------|-------------------------|-----------|
| on melee hit | Self | immediate |
| 2d8 +1d8/SL up to 5d8 Radiant | +1d8 if undead or fiend | |

@6th lvl

| Aura of Protection | | |
|-----------------------|-----------------------|-----------|
| while conscious | 10ft | immediate |
| +CHA to saving throws | myself and friendlies | |

Oath Channel Divinity (once/short or long rest):

| Nature's Wrath | | |
|----------------|---------------------------------|-----------|
| 1 action | 10ft | immediate |
| restrained | STR or DEX check at end of turn | |

| Turn the Faithless | | |
|--------------------------------|---|-----------|
| 1 action | 30ft | immediate |
| turned for 1min (fiend or fey) | WIZ saving throw. must move away, can't willingly be within 30ft. Dash/Dodge actions allowed. If shapeshifting, true form revealed. | |

Oath Features:

@7th lvl

| Aura of Warding | | |
|----------------------------------|-----------------------|-----------|
| always on | 10ft | immediate |
| resistance to damage from spells | myself and friendlies | |

Items:

1. Splint Mail, 17AC, Disadvantage on sneak, (75gp)
2. Shield, +2AC, (10gp)
3. +1 Warhammer, 1d8/1d10 Bludgeoning (300gp?)
4. miner's pick (2gp)
5. smith's tools (20gp)
6. Holy Symbol (backup, shield has it painted on)

Oath Spells (no prep):

| Ensnaring Strike | | |
|--|---|-------------|
| 1 bonus action | Self | concen 1min |
| on hit, 1d6 (+1d6/SL) each turn piercing if failed STR save | STR saving throw each turn. Friendly creature can also make STR save. | |

| Speak with Animals | | |
|------------------------|----------------------|-------|
| 1 action | Self | 10min |
| can speak with animals | can ask small favors | |

| Moonbeam | | |
|-----------------------|---|-------------|
| 1 action | 120ft | concen 1min |
| 2d10 +1d10/SL Radiant | CON saving throw, 1/2 dmg on save. 5ft radius and 40ft high. Shapechangers at disadvantage, stuck in original form while in beam | |

| Misty Step | | |
|------------|---|-----------|
| 1 action | 30ft | immediate |
| DMG | teleport to unoccupied zone you can see | |

Paladin Spells (lvl 1):

| Bless | | |
|-------------|---|-------------|
| 1 action | 30ft | concen 1min |
| 3 creatures | (+1 creature/SL), on any attack/saving throw add d4 to roll | |

| Command | | |
|------------------|---|---------|
| 1 action | 60ft | 1 round |
| WIZ saving throw | one word command. Doesn't work on undead, doesn't work if command is directly harmful to them | |

| Compelled Duel | | |
|------------------|---|-------------|
| 1 bonus action | 30ft | concen 1min |
| WIZ saving throw | drawn to me, disadvantage on attacks against anyone but me. WIZ saving throw each time it moves more than 30ft from me. Ends if I attack different creature or cast spell on different target or a friendly damages it or if I move > 30ft away | |

| Cure Wounds | | |
|------------------------------|--------------------------------------|-----------|
| 1 action | touch | immediate |
| (1d8 + spell mod + 1d8/SL)HP | doesn't work on undead or constructs | |

(lvl 1 spells continued):

| Detect Evil and Good | | |
|----------------------|---|-----------|
| 1 action | Self | immediate |
| detect in 30ft | aberration, fiend, celestial, fey, undead, consecrated/desecrated | |

| Detect Magic | | |
|-------------------|--|-------------------|
| 1 action | Self | concentrate 10min |
| sense within 30ft | see aura, learn school. blocked by: 3ft wood/dirt, 1ft stone, 1inch metal, thin sheet lead | |

| Detect Poison and Disease | | |
|--|--------------------|-------------------|
| 1 action | Self | concentrate 10min |
| poisons, poisonous creatures, diseases | also identifies it | |

| Divine Favor | | |
|--------------------------|------|------------------|
| 1 bonus action | Self | concentrate 1min |
| extra 1d4 radiant on hit | | |

| Heroism | | |
|-----------------------------------|---|------------------|
| 1 action | touch | concentrate 1min |
| gain temp (spell mod)HP each turn | immune to frighten, loses temp HP at end of spell | |

(lvl 1 spells continued):

| Protection from Good and Evil | | |
|-------------------------------|--|--------------|
| 1 action | touch | Concen 10min |
| disadvantage attacking target | can't be charmed, frightened, possessed. If already, advantage saving against it. (fey, elemental, aberration, fiend, celestial, undead) | |

| Purify Food and Drink | | |
|-----------------------------------|------------|-----------|
| 1 action | 10ft | immediate |
| food/drink free of poison/disease | 5ft sphere | |

| Searing Smite | | |
|--------------------|--|-----------|
| 1 bonus action | self | immediate |
| 1d6 (+1d6/SL) fire | CON save vs 1d6 ongoing at start of turn | |

| Shield of Faith | | |
|-----------------|------|--------------|
| 1 bonus action | 60ft | concen 10min |
| +2AC | | |

| Wrathful Smite | | |
|-----------------------|---|-------------|
| 1 bonus action | Self | concen 1min |
| next hit +1d6 psychic | WIZ saving throw or frightened, as action can make WIZ save again each turn | |

Paladin spells (lvl 2):

| Aid | | |
|---------------------|--------------------------|-------|
| 1 action | 30 ft | 8 hrs |
| +5HP to 3 creatures | +5maxHP (+5/SL over 2nd) | |

| Branding Smite | | |
|--|---|-------------|
| 1 bonus action | Self | Concen 1min |
| next hit +2d6 (+1d6/SL over 2nd) radiant | target sheds dim light 5ft, cannot turn invisible | |

| Find Steed | | |
|---------------------------------|--|------------|
| 10min | 30ft | indefinite |
| telepathic(1 mile) combat mount | INT at least 6, can be dismissed and resummoned at full HP, stats of chosen form but is celestial, fey, or fiend | |

| Lesser Restoration | | |
|----------------------------|---|-----------|
| 1 action | Touch | immediate |
| cure 1 disease / condition | can be blinded, deafened, paralyzed or poisoned | |

| Locate Object | | |
|----------------------|-----------------------------------|--------------|
| 1 action | Self | concen 10min |
| object within 1000ft | can also tell direction of motion | |

(lvl 2 spells continued):

| Magic Weapon | | |
|----------------------------|----------------------------|------------|
| 1 bonus action | touch | concen 1hr |
| nonmagic becomes +1 weapon | +2 at 4th SL, +3 at 6th SL | |

| Protection from Poison | | |
|------------------------|---|-----|
| 1 action | touch | 1hr |
| neutralize 1 poison | advantage on saving throws, resistance to poison damage | |

| Zone of Truth | | |
|--|--|-------|
| 1 action | 60ft | 10min |
| CHA save or can't deliberately lie in radius | 15ft zone, I know if they succeed or fail, they are aware of the spell | |

Warhorse Stats (**Find Steed** spell):

| HP | AC | Speed |
|----|----|-------|
| 19 | 11 | 60 |

| STR | DEX | CON | INT | WIZ | CHA |
|-----|-----|-----|-----|-----|-----|
| 18 | 12 | 13 | 6 | 12 | 7 |
| 4 | 1 | 1 | -2 | 1 | -2 |

Melee Attack w/ Hooves: +4 hit, 5ft, 2d6+4

| Trampling Charge | | |
|--|-----------------|-----------|
| on 20ft move if melee succeeds | Self | immediate |
| knock prone, can use bonus action to hit with hooves | STR check, DC14 | |