

# 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: (CHA + lvl/2)	5	
Spell slots by lvl	1st - 4	2nd - 2
Spell save DC: (8+prof+CHA)	14	
Spell attack mod: (prof+CHA)	+6	
Melee attack mod: STR + 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 <b>STR</b> save	<b>STR</b> saving throw each turn. Friendly creature can also make <b>STR</b> 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	<b>CON</b> 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	concentrate 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
<b>CHA</b> 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	