

Xavier

NOM DU PERSONNAGE

oathbreaker Paladin 2

CLASSE ET NIVEAU

Aasimar

RACE

hantée

HISTORIQUE

Chaotic Good

ALIGNEMENT

NOM DU JOUEUR

POINTS D'EXPÉRIENCE

FORCE

4

19

DEXTÉRITÉ

-1

8

CONSTITUTION

1

12

INTELLIGENCE

-1

8

SAGESSE

-1

8

CHARISME

4

19

INSPIRATION

2

BONUS DE MAÎTRISE

- ☐ 4 Force
- ☐ -1 Dextérité
- ☐ 1 Constitution
- ☐ -1 Intelligence
- ☒ 1 Sagesse
- ☒ 6 Charisme

JETS DE SAUVEGARDE

- ☐ -1 Acrobaties (Dex)
- ☐ -1 Dressage (Sag)
- ☐ -1 Arcanes (Int)
- ☒ 6 Athlétisme (For)
- ☐ 4 Tromperie (Cha)
- ☒ 1 Histoire (Int)
- ☐ -1 Perspicacité (Sag)
- ☒ 6 Intimidation (Cha)
- ☒ 1 Investigation (Int)
- ☒ 1 Médecine (Sag)
- ☐ -1 Nature (Int)
- ☐ -1 Perception (Sag)
- ☐ 4 Représentation (C...)
- ☒ 6 Persuasion (Cha)
- ☒ 1 Religion (Int)
- ☐ -1 Escamotage (Dex)
- ☐ -1 Discretion (Dex)
- ☐ -1 Survie (Sag)

COMPÉTENCES

18

ARMOR
CLASS

-1

INITIATIVE

45

SPEED

Points de vie max 21

POINTS DE VIE ACTUELS

POINTS DE VIE TEMPORAIRES

Total 2

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NOM

ATT

DÉGÂTS / TYPE

Warhammer ...

+6

1d8+4 Bludg...

Warhammer ...

+6

1d10+4 Blud...

Javelin

+6

1d6+4 Piercing

Warhammer

+6

1d8+4 Bludg...

Cure Wounds

1d8+4 Healing

Warhammer

+6

1d8+4 Bludg...

Cure Wounds

1d8+4 Healing

ATTAQUES ET INCANTATIONS

9

SAGESSE PASSIVE (PERCEPTION)

LANGUE: Goblin, Infernal

ARMURE: Heavy Armor, Light Armor, Medium
Armor, Shields

ARME: Martial weapons, Simple weapons

AUTRES MAÎTRISES ET LANGUES

CP

SP

11
EP

1
GP

PP

1 Holy Symbol

1 Shield

1 Warhammer

6 Javelin

1 Priest's Pack

1 Chain Mail

2 Rations

ÉQUIPEMENT

Je ne parle pas de ce qui me hante. Je ne
veux pas que ma malédiction soit un
fardeau pour d'autres.

TRAITS DE PERSONNALITÉ

Un obscur appel me donne le droit
d'outrepasser les lois (Chaotique).

IDÉAUX

Mes tourments ont fait fuir ma femme. Je
cherche à la retrouver et récupérer son
amour.

LIENS

Je suis addict a l'alcool

DÉFAUTS

Lay on Hands

Divine Sense

vision nocturne

Mains guérisseuses

Cœur des ténèbres

Résistances


Divine Smite

Fighting Style: Protection

CAPACITÉS ET TRAITS

[illegible]

<p>Total: 10</p> <p>10</p> <p>LAY ON HANDS</p>	<p>Total: 5</p> <p>5</p> <p>DIVINE SENSE</p>
<p>Total: _____</p>	<p>Total: _____</p>
<p>Total: _____</p>	<p>Total: _____</p>



SPELLCASTING CLASS

CHARISME

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

TOURS DE MAGIE

3

0

6

0

SPELL LEVEL

1

SLOTS TOTAL

2

SLOTS EXPENDED

- ☐ Heroism
- ☐ Cure Wounds
- ☐ Command
- ☐ Divine Favor
- ☐ Shield of Faith

4

0

5

0

7

0

8

0

9

0

2

0

CAPACITÉS ET TRAITS

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level \times 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

vision nocturne

18 metres dans le noir

Mains guérisseuses

Par une action magique, vous pouvez soigner une créature par le simple contact de vos mains. L'être touché regagne un nombre de points de vie égal au résultat de plusieurs d4, dont le nombre correspond à votre bonus de maîtrise. Une fois ce pouvoir utilisé, vous devez terminer un repos long avant de pouvoir l'employer à nouveau. Votre Charisme est la caractéristique d'incantation associée à ce don.

Cœur des ténèbres

Ceux qui vous regardent dans les yeux peuvent voir que vous avez fait face à une horreur inimaginable, et que vous n'êtes pas étranger aux ténèbres. Bien que certains puissent vous craindre, les roturiers vous recevront très courtoisement, et feront de leur mieux pour vous aider. Sauf si vous incarnez un danger pour eux, ils peuvent même prendre les armes pour se battre à vos côtés si vous êtes seul face à un ennemi.

Résistances

résistances au degats nécrotiques et radiants

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Fighting Style: Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SORTS

Heroism

Enchantement 1

Durée d'incantation : 1 action

Portée : Touch

Cible : A willing creature you touch

Composantes : V S

Durée : ConcentrationUp to 1 minute

Description :

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

À plus haut niveau: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cure Wounds

Évocation 1

Durée d'incantation : 1 action

Portée : Touch

Cible : A creature you touch

Composantes : V S

Durée : Instantaneous

Description :

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on undead or constructs.

À plus haut niveau: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Command

Enchantement 1

Durée d'incantation : 1 action

Portée : 60 feet

Cible : A creature you can see within range

Composantes : V

Durée : 1 round

Description :

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

À plus haut niveau: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Divine Favor

Évocation 1

Durée d'incantation : 1 bonus action

Portée : Self

Cible : Self

Composantes : V S

Durée : ConcentrationUp to 1 minute

Description :

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Shield of Faith

Abjuration 1

Durée d'incantation : 1 bonus action

Portée : 60 feet

Cible : A creature of your choice within range

Composantes : V S M

Durée : ConcentrationUp to 10 minutes

Description :

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.