

# D&D BEYOND

paladino di 3

CHARACTER NAME

Paladin 3  
CLASS & LEVEL

Half-Elf  
SPECIES

Wamuu\_Menedich  
PLAYER NAME

(Milestone)

BACKGROUND

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

9

-1

CHARISMA

16

+3

- ☐ +3 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +1 Wisdom
- ☐ +5 Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ -1 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ +3 Athletics STR
- ☐ +3 Deception CHA
- ☐ +1 History INT
- ☐ -1 Insight WIS
- ☒ +5 Intimidation CHA
- ☐ +1 Investigation INT
- ☐ -1 Medicine WIS
- ☐ +1 Nature INT
- ☒ +1 Perception WIS
- ☐ +3 Performance CHA
- ☒ +5 Persuasion CHA
- ☒ +3 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ -1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+2

INITIATIVE

ARMOR

16

CLASS

Immunities - Magical Sleep, Disease

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

33

--

HIT POINTS

Total 3d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== LANGUAGES ===

Common, Elvish, Infernal

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

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 13).

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 • 15 / Long Rest

You have a pool of healing power that can restore 15 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 ===

Vow of Enmity

ACTIONS

11

PASSIVE PERCEPTION

9

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Hand

+4

1d6+2 Piercing

Martial, Ammunition, Range, Light, Loading, Vex, Range (30/120)

Greatsword

+5

2d6+3 Slashing

Martial, Heavy, Two-Handed, Graze, Searing Smite: 1d6 Fire, 1d6 Fire

Morningstar

+5

1d8+3 Piercing

Martial, Sap, Searing Smite: 1d6 Fire, 1d6 Fire

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS

# D&D BEYOND

Paladin

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===	3 Slots OOO							
<input checked="" type="radio"/> Heroism	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
<input type="radio"/> Shield of Faith	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
<input checked="" type="radio"/> Bless	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
<input checked="" type="radio"/> Searing Smite	Paladin	CON 13 / +5	1BA	Self	V	Concentration, up to 1 minute		D: 1m, V
<input checked="" type="radio"/> Detect Magic	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Command	Paladin	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
<input type="radio"/> Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
<input type="radio"/> Detect Evil and Good	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Divine Favor	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
<input type="radio"/> Protection from Evil and Good	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
<input type="radio"/> Divine Smite	Paladin	--	1BA	Self	V	Instantaneous	free-rules 265	V
<input type="radio"/> Protection from Evil and Good	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	free-rules 309	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	free-rules 310	5 ft. Sphere, V/S
<input type="radio"/> Bless	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 247	D: 1m, V/S/M
<input type="radio"/> Command	Paladin	WIS 13	1A	60 ft.	V	Instantaneous	free-rules 251	V
<input type="radio"/> Searing Smite	Paladin	CON 13	1BA	Self	V	1 minute	free-rules 314	D: 1m, V
<input checked="" type="radio"/> Shield of Faith	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	free-rules 316	D: 10m, V/S/M
<input type="radio"/> Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	free-rules 259	V/S
<input type="radio"/> Detect Evil and Good	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 261	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Detect Magic	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Divine Favor	Paladin	--	1BA	Self	V,S	1 minute	free-rules 265	D: 1m, V/S
<input type="radio"/> Heroism	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	free-rules 285	D: 1m, V/S
<input checked="" type="radio"/> Hunter's Mark	3 level vengeance spell	--	1BA	90 ft.	V	Concentration, up to 1 hour	PHB 251	Ext. D: (See Description)*, D: 1h, V
<input checked="" type="radio"/> Bane	3 level vengeance spell	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M

SPELLS