

Mortakk

CHARACTER NAME

Paladin 2

CLASS & LEVEL

Variant Human

RACE

Soldier

BACKGROUND

Mortakk64

PLAYER NAME

300

EXPERIENCE POINTS

STRENGTH

+3

17

DEXTERITY

+0

11

CONSTITUTION

+2

15

INTELLIGENCE

+1

13

WISDOM

+1

13

CHARISMA

+0

11

- ☐ +3 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +3 Wisdom
- ☒ +2 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +0 Acrobatics DEX
- ☒ +3 Animal Handling WIS
- ☐ +1 Arcana INT
- ☒ +5 Athletics STR
- ☐ +0 Deception CHA
- ☐ +1 History INT
- ☐ +1 Insight WIS
- ☒ +2 Intimidation CHA
- ☐ +1 Investigation INT
- ☒ +3 Medicine WIS
- ☐ +1 Nature INT
- ☐ +1 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☒ +3 Religion INT
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX
- ☐ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+0

INITIATIVE

ARMOR

19

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

20

--

HIT POINTS

Total 2d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Dice Set, Vehicles (Land)

=== LANGUAGES ===

Common, Draconic

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

Divine Sense • 1 / 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 1 times per long rest.

Lay on Hands Pool • 10 / Long Rest

You have a pool of healing power that can restore 10 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.

=== SPECIAL ===

Divine Smite

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.

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longsword

+5

1d8+3 Slashing

Martial, Versatile

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS





Mortakk

CHARACTER NAME

|                |       |        |        |        |
|----------------|-------|--------|--------|--------|
| Male           | 26    | Medium | 5'11"  | 200    |
| GENDER         | AGE   | SIZE   | HEIGHT | WEIGHT |
| Lawful Neutral |       | white  | Blue   | Black  |
| ALIGNMENT      | FAITH | SKIN   | EYES   | HAIR   |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Nation. My city, nation, or people are all that matter. (Any)

IDEALS

My honor is my life.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Paladin

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

10

SPELL SAVE DC

+2

SPELL ATTACK  
BONUS

| PREP SPELL NAME   | SOURCE     | SAVE/ATK | TIME | RANGE               | COMP  | DURATION                        | PAGE REF | NOTES                        |
|---|------------|----------|------|---------------------|-------|---------------------------------|----------|------------------------------|
| === 1st LEVEL ===                                       | 2 Slots OO |          |      |                     |       |                                 |          |                              |
| <input type="radio"/> Bless <C>                         | Paladin    | --       | 1A   | 30 ft.              | V,S,M | Concentration, up to 1 minute   | PHB 219  | D: 1m, V/S/M                 |
| <input type="radio"/> Command                           | Paladin    | WIS 10   | 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 <C>          | 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 Magic <C>                  | 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 <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 |
| <input type="radio"/> Divine Favor <C>                  | Paladin    | --       | 1BA  | Self                | V,S   | Concentration, up to 1 minute   | PHB 234  | D: 1m, V/S                   |
| <input type="radio"/> Heroism <C>                       | Paladin    | --       | 1A   | Touch               | V,S   | Concentration, up to 1 minute   | PHB 250  | D: 1m, V/S                   |
| <input type="radio"/> Protection from Evil and Good <C> | 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"/> Shield of Faith <C>               | Paladin    | --       | 1BA  | 60 ft.              | V,S,M | Concentration, up to 10 minutes | PHB 275  | D: 10m, V/S/M                |

## SPELLS