

=== 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

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 10).

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 • 20 / Long Rest

You have a pool of healing power that can restore 20 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 === Channel Divinity: Fury of the Tides ACTIONS

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11	PASSIVE WISDOM (PERCEPTION)	
11	PASSIVE WISDOM (INSIGHT)	
11	PASSIVE INTELLIGENCE (INVESTIGATION)	
	SENSES	

SKILLS

NAME	HIT	DAMAGE/TYPE	NOTES	
Longsword	+5	1d8+3 Slashing	Martial, Versatile	
Unarmed Strike	+5	4 Bludgeoning		
	WEA	APON ATTACKS & CANTRIF	os.	



Paladin 4 Mortakk64
CLASS & LEVEL PLAYER NAME

Soldier 2,700

RACE BACKGROUND EXPERIENCE POINTS

=== PALADIN FEATURES ===

- * Hit Points PHB 84
- * Proficiencies PHB 84
- * Divine Sense PHB 84

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.

- | 1 / Long Rest 1 Action
- * Lay on Hands PHB 84

You have a pool of healing power that can restore 20 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.

- | Lay on Hands Pool: 20 / Long Rest 1 Action
- * Fighting Style PHB 84 You adopt a style of fighting as your specialty.
- | Defense PHB

While you are wearing armor, you gain a +1 bonus to AC

* Spellcasting • PHB 84

You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 10, Spell Attack +2). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85

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 (max 6d8 total).

Variant Human

- | Special
- * Divine Health PHB 85 You are immune to disease.
- * Sacred Oath PHB 85
- Oath of the Open Sea
- | Channel Divinity: 1 / Short Rest 1 Action
- * Oath Spells CR

You gain oath spells at the paladin levels listed in the Oath of the Open Seas Spells table. See the Sacred Oath class feature for how oath spells work.

* Channel Divinity • CR

You gain 2 Channel Divinity options:

strong>-cem>Marine Layer.
/em>-c/strong> As an action you channel the sea, creating a thick cloud of fog that surrounds you and heavily obscures the area for 20 ft. in all directions, following as you move. You and all creatures within 5 ft. of you instead treat this fog as lightly obscured. This fog lasts for 10 minutes, spreads around corners and cannot be dispersed.
-cem>Fury of the Tides.
/em>-/strong> As a bonus action, you channel the powerful might of the waves to bolster your attacks for 1 minute. Once per turn for the duration, when you hit a creature with weapon attack, you can choose to push the target 10 ft. away from you. If the target is pushed into an obstacle or another creature, they take an additional +0 bludgeoning damage.

- | Channel Divinity: Marine Layer: 1 Action
- | Channel Divinity: Fury of the Tides: 1 Bonus Action

- * Ability Score Improvement PHB 85
- === VARIANT HUMAN RACIAL TRAITS ===
- * Languages BR 31

You can speak, read, and write Common and one extra language.

* Ability Score Increase • BR 31

Two different ability scores of your choice increase by 1

* Skills • BR 31

You gain proficiency in one skill of your choice.

* Feat • BR 31 You gain one feat of

You gain one feat of your choice.

- === FEATS ===
- * Firearm Specialist CR

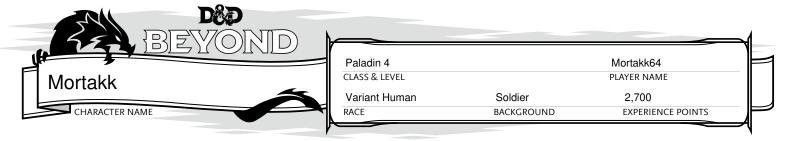
You gain proficiency with Firearms. If you roll a misfire on an attack with a firearm, you can use your reaction to roll a d20. If the number rolled is higher than the weapon's misfire score, the firearm does not misfire. You cannot use this feature of this feat again until you complete a short or long rest. When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded firearm with the light property you are holding.

- | 1 / Short Rest
- * Grappler BR 167

You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you by making another grapple check. If you succeed, you and the creature are both

FEATURES & TRAITS

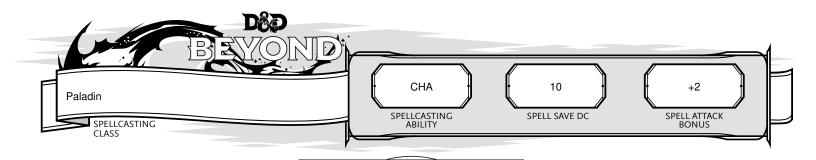
	, , , , ,	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Shield	1	6 lb.	Censer	1	
		Chain Mail	1	55 lb.	Vestments	1	
(F)	0	Longsword	1	3 lb.			
		Spear	1	3 lb.			
	0	Backpack	1	5 lb.			
		Clothes, Common	1	3 lb.			
	10	Dice Set	1				
ريالر		Amulet	1	1 lb.			
	0	Alms Box	1				
	WEIGHT CARRIED	Blanket	1	3 lb.			
	89 lb.	Candle	10				
	ENCUMBERED	Rations (1 day)	2	4 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	255 lb.	Tinderbox	1	1 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	510 lb.	Block of Incense	2				
			EQU	IPMENT			



restrained until the grapple ends.	
Grappling Pin: 1 Action	
	ADDITIONAL FEATURES & TRAITS

1	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
l		ADDITIONA	AL EQUIPMENT	-		J
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l	PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
l		=== 1st LEVEL ===	3 Slots OOO							
l	Р	Create or Destroy Water	Paladin (Always Prepared)		1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
l	Р	Expeditious Retreat <c></c>	Paladin (Always Prepared)		1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
l	0	Bless <c></c>	Paladin		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
ı	0	Command	Paladin	WIS 10	1A	60 ft.	٧	1 round	PHB 223	D: 1Rnd, V
l	0	Cure Wounds	Paladin		1A	Touch	V,S	Instantaneous	PHB 230	V/S
ı	0	Detect Evil and Good <c></c>	Paladin		1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
l	0	Detect Magic <c></c>	Paladin		1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
ı	0	Detect Poison and Disease <c></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
ı	0	Divine Favor <c></c>	Paladin		1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
l	0	Heroism <c></c>	Paladin		1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
l	0	Protection from Evil and Good <c></c>	Paladin		1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
ı	0	Purify Food and Drink	Paladin		1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
١	0	Shield of Faith <c></c>	Paladin		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
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