

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