

Mortakk

CHARACTER NAME

Paladin 4

CLASS & LEVEL

Variant Human

RACE

Soldier

BACKGROUND

Mortakk64

PLAYER NAME

2,700

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

20

CLASS

Immunities - Disease

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

36

HIT POINTS

Total

4d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Firearms, 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

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

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Longsword, +1

+6

1d8+4 Slashing

Martial, Versatile

Spear

+5

1d6+3 Piercing

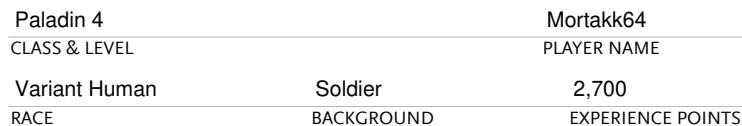
Simple, Thrown, Versatile, Range (20/60)


Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS





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RACE	BACKGROUND	EXPERIENCE POINTS

restrained until the grapple ends.

| Grappling Pin: 1 Action

ADDITIONAL FEATURES & TRAITS

NAME			QTY	WEIGHT	NAME			QTY	WEIGHT



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 ===		3 Slots OOO							
P	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
P	Expeditious Retreat <C>	Paladin (Always Prepared)	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Command	Paladin	WIS 10	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	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
O	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
O	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
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Protection from Evil and Good <C>	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M

## SPELLS