

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor,
Shields
=== WEAPONS ===
Firearms, Martial Weapons, Simple Weapons
=== TOOLS ===
Dice Set, Vehicles (Land)
=== LANGUAGES ===
Common, Draconic

=== 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 11).

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 • 35 / Long Rest

You have a pool of healing power that can restore 35 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
Javelin, +1	+7	1d6+4 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+7	1d8+4 Slashing	Martial, Versatile
Spear	+6	1d6+3 Piercing	Simple, Thrown, Versatile, Range (20/60)
Unarmed Strike	+6	4 Bludgeoning	
_	WEA	APON ATTACKS & CANTRIF	es .



Paladin 7 Mortakk64
CLASS & LEVEL PLAYER NAME

Variant Human Soldier 23,000

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 35 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: 35 / 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 11, Spell Attack +3). 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).

| 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><em>Marine Layer.</em></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. <strong><em>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

\* Extra Attack • PHB 85

You can attack twice, instead of once, whenever you take the Attack action on your turn.

| Special

\* Aura of Protection • PHB 85

While you are conscious, you grant all friendly creatures (including you) within 10 ft. a +1 bonus to all saving throws.

\* Aura of Liberation • CR

You emanate an aura while you're not incapacitated. You and any creature of your choice within 10 <strong>ft.</strong> of you cannot be grappled or restrained, as well as ignore penalties on movement or attacks while underwater. Creatures that are already grappled or restrained when they enter the aura can spend 5 feet of movement to automatically escape nonmagical restraints.

=== 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 your choice.

## **FEATURES & TRAITS**

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Ring of Protection	1		Tinderbox	1	1 lb.
		Shield, +1	1	6 lb.	Waterskin	1	5 lb.
(SP(	75	Javelin, +1	2	4 lb.	Block of Incense	2	
		Longsword, +1	1	3 lb.	Censer	1	
	0	Breastplate	1	20 lb.	Vestments	1	
		Chain Mail	1	55 lb.			
	146	Spear	1	3 lb.			
پيال		Backpack	1	5 lb.			
	0	Clothes, Common	1	3 lb.			
	WEIGHT CARRIED	Dice Set	1				
	113 lb.	Amulet	1	1 lb.			
- 11 '	ENCUMBERED	Alms Box	1		ATTUNED MAGIC ITEMS	QTY	WEIGHT
	255 lb.	Blanket	1	3 lb.	Ring of Protection	1	
	PUSH/DRAG/LIFT	Candle	10				
	510 lb.	Rations (1 day)	2	4 lb.			
			EQL	JIPMENT			



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RACE BACKGROUND EXPERIENCE POINTS

=== 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

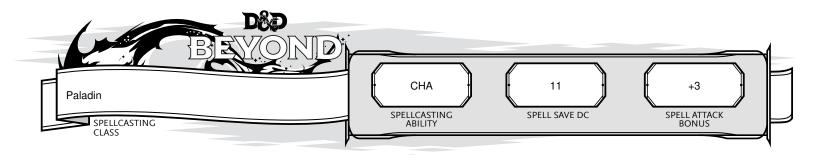
You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you by making another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

| Grappling Pin: 1 Action

## **ADDITIONAL FEATURES & TRAITS**

M	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
		ADDITIONA	AL EQUIPMENT			





PREP SPE	ELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
==	= 1st LEVEL ===	4 Slots OOOO							
P Cr	eate 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 Ex	peditious Retreat <c></c>	Paladin (Always Prepared)		1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
ОВ	ess <c></c>	Paladin		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O C	ommand	Paladin	WIS 11	1A	60 ft.	٧	1 round	PHB 223	D: 1Rnd, V
O Cu	ure Wounds	Paladin		1A	Touch	V,S	Instantaneous	PHB 230	V/S
O De	etect 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
O De	etect 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
O De	etect 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/N
O Di	vine Favor <c></c>	Paladin		1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
ОН	eroism <c></c>	Paladin		1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O Pr	otection from Evil and Good <c></c>	Paladin		1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
О Ри	rify Food and Drink	Paladin		1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O Sh	nield of Faith <c></c>	Paladin		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
==	= 2nd LEVEL ===	3 Slots OOO							
P Au	igury	Paladin (Always Prepared)		1m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
Р мі	sty Step	Paladin (Always Prepared)		1BA	Self	V	Instantaneous	PHB 260	V
O Aid	d	Paladin		1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O Fir	nd Steed	Paladin		10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
O Le	sser Restoration	Paladin		1A	Touch	V,S	Instantaneous	PHB 255	V/S
O Lo	cate Object <c></c>	Paladin		1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
ОМа	agic Weapon <c></c>	Paladin		1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O Pr	otection from Poison	Paladin		1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O Zo	ne of Truth	Paladin	CHA 11	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O Br	anding Smite <c></c>	Paladin		1BA	Self	٧	Concentration, up to 1 minute	PHB 219	D: 1m, V