

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

19

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

+5

1d8+3 Slashing

Martial, Versatile

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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=== 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).

| 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:
Marine Layer. 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.
Fury of the Tides. 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 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
CP 0	Shield	1	6 lb.	Censer	1	--
SP 0	Chain Mail	1	55 lb.	Vestments	1	--
EP 0	Longsword	1	3 lb.			
CP 10	Spear	1	3 lb.			
PP 0	Backpack	1	5 lb.			
	Clothes, Common	1	3 lb.			
	Dice Set	1	--			
	Amulet	1	1 lb.			
	Alms Box	1	--			
	Blanket	1	3 lb.			
	Candle	10	--			
	Rations (1 day)	2	4 lb.			
	Tinderbox	1	1 lb.			
	Waterskin	1	5 lb.			
	Block of Incense	2	--			

EQUIPMENT



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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