

=== 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.

PROFICIENCIES & LANGUAGES

=== SPECIAL ===

=== LANGUAGES ===

Common, Draconic

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.

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

NAME
Longsword
+5
1d8+3 Slashing
Martial, Versatile
Unarmed Strike
+5
4 Bludgeoning

WEAPON ATTACKS & CANTRIPS

ACTIONS



Paladin 2 Mortakk64
CLASS & LEVEL PLAYER NAME

Soldier 300

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 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.

| Lay on Hands Pool: 10 / 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

=== 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

* Skills • BR 31

You gain proficiency in one skill of your choice.

* Feat • BR 31

You gain one feat of your choice.

=== FEATS ===

* Grappler • BR 167

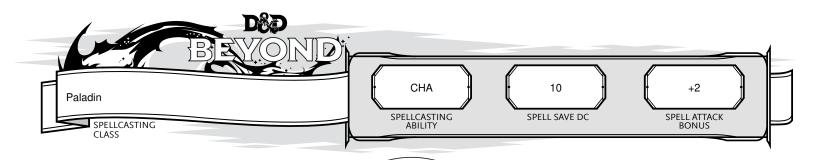
You have advantage on attack rolls against a creature you are grappling. You can use your action to try to pin a creature grappled by you by making another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

| Grappling Pin: 1 Action

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
	0	Shield	1	6 lb.	Censer	1		
		Chain Mail	1	55 lb.	Vestments	1		
S ₽ ({	0	Longsword	1	3 lb.				
		Spear	1	3 lb.				
	0	Backpack	1	5 lb.				
		Clothes, Common	1	3 lb.				
	10	Dice Set	1					
		Amulet	1	1 lb.				
	_ 0	Alms Box	1					
	WEIGHT CARRIED	Blanket	1	3 lb.				
	89 lb.	Candle	10					
- 11 -	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					
EQUIPMENT								





PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	range	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	2 Slots OO							
0	Bless <c></c>	Paladin		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
0	Command	Paladin	WIS 10	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
0	Cure Wounds	Paladin		1A	Touch	V,S	Instantaneous	PHB 230	V/S
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
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
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
0	Divine Favor <c></c>	Paladin		1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
0	Heroism <c></c>	Paladin		1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
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
0	Purify Food and Drink	Paladin		1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
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