

Zor Daar

CHARACTER NAME

Paladin 7

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Chaotic Good

ALIGNMENT

Harshil

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+1

12

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

-1

9

CHARISMA

+2

14

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☒ +2 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☐ -1 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 54

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I think I am a god.
I am inflexible

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Flame Tong +7 4d6+4/f

War pick +6 1d8+3/p

Javelin +6 1d6+3/p

Armor: Plate Mail

Shield: None

5 Javelins

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

Common, [Choose one]

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 110

PP 0

Coins of Communication, Flame Tongue, Explorer's pack. 3 small shards of glass. 5 Javelins

EQUIPMENT

(See Features Page)

--Aura of Protection

--Aura of the Guardian

--Channel Divinity (1x/SR)

--Channel Divinity: Emissary of Peace

--Channel Divinity: Rebuke the Violent

--Divine Health

--Divine Sense (3x/LR)

--Divine Smite

--Extra Attack (2x)

--Fighting Style (Great Weapon Fighting)

--Lay on Hands (35HP/LR)

--Military Rank

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5 followers

FEATURES & TRAITS



Paladin 7

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Bless (V,S,M) (C)
- ☒ Detect Poison And Disease (V,S,M) (C)
- ☒ Sanctuary (V,S,M)
- ☒ Sleep (V,S,M)

4

0

7

0

8

0

2

3

- ☒ Calm Emotions (V,S) (C)
- ☒ Hold Person (V,S,M) (C)

5

0

9

0

SPELLS KNOWN

Features and Magic Items

Zor Daar

Subclasses

Subclass: Oath of Zor

The Oath of Zor

Tenets of Zor:

- Courage. Never fear to act, though caution is wise.
- Honesty. Don't lie or cheat. Let your word be your promise.
- Innocence. All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.
- Restitution. If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.
- Patience. Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow that seed to survive and flourish.

Features

Aura of Protection

Source: Paladin

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Aura of the Guardian

Source: Paladin (Oath of Redemption)

Starting at 7th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way. At 18th level, the range of this aura increases to 30 feet.

Channel Divinity (1x/SR)

Source: Paladin

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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. When you use such an effect from this class, the DC equals your paladin spell save DC.

Channel Divinity: Emissary of Peace

Source: Paladin (Oath of Redemption)

You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Channel Divinity: Rebuke the Violent

Source: Paladin (Oath of Redemption)

You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Divine Health

Source: Paladin

By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense (3x/LR)

Source: Paladin

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know

the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Divine Smite

Source: Paladin

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapons damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack (2x)

Source: Paladin

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn

Fighting Style (Great Weapon Fighting)

Source: Paladin

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Lay on Hands (35HP/LR)

Source: Paladin

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs

Military Rank

Source: Background (Soldier)

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Magic Items

Flame Tongue

Requires Attunement: True

Rarity: Rare

You can use a Bonus Action to speak this magic sword's Command Word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a Bonus Action to speak the Command Word again or until you drop or sheathe the sword

Coins of Communication

Requires Attunement: False

Rarity: Uncommon

This set of multiple coins are virtually indistinguishable from regular Gold Pieces, but are connected by magic. Once per day, a holder of any of any coin can whisper a single word into it, after which all coins will immediately vibrate and the word will replace a word in the traditional Kings Message imprinted on the coin. This ability cannot be used again by the holder of any of the coins until the following dawn.

Spell Descriptions

Zor Daar

Bless

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Calm Emotions

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

Detect Poison And Disease

Divination Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S, M (A yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Hold Person

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (A small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Sanctuary

Abjuration Level 1

Casting Time: 1 bonus action

Duration: 1 minute

Range: 30 feet

Components: V, S, M (A small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Sleep

Enchantment Level 1

Casting Time: 1 action

Duration: 1 minute

Range: 90 feet

Components: V, S, M (A pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose

within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed are not affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional **2d8** for each slot level above 1st.