

Zor Daar

CHARACTER NAME

Paladin 3

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

+0

11

WISDOM

-1

9

CHARISMA

+1

13

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☒ +1 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ -1 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I think I am a god.
I am inflexible

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword +5 2d6+3/s

War pick +5 1d8+3/p

Javelin +5 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

0

PP

0

Explorer's pack. 3 small shards of glass.
5 Javelins

EQUIPMENT

(See Features Page)

--Military Rank

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*Divine Sense: evil smells bad. As an action, can open awareness to detect evil forces. Can use 1+CHA times before Long Rest.

*Lay on Hands: Healing power of touch. Pool of HP = 5xLVL

*Military Rank

*Great Weapon Fighting: Reroll 1 or 2 on damage dice

*Divine Smite: 2d8 radiant / 1st-level spell slot

*Immune to Disease

*5 followers

FEATURES & TRAITS



Paladin 3

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK
BONUS

0

CANTRIPS

3

0

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- ☒ Bless (V,S,M) (C)
- ☒ Detect Poison and Disease (V,S,M)

4

0

7

0

8

0

2

0

5

0

9

0

SPELLS KNOWN

Features and Magic Items

Zor Daar

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.

Spell Descriptions

Zor Daar

Bless

Enchantment Level 1 (concentration)

Casting Time: 1 action

Range: 30 feet

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

Duration: Concentration, up to 1 minute

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.

Detect Poison and Disease

Divination Level 1

Casting Time: 1 action

Range: Self (30 feet)

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

Duration: instantaneous

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.