

## Paladin1

CHARACTER NAME

Paladin 20

CLASS & LEVEL

Tiefling

RACE

Clan Crafter

BACKGROUND

Neutral evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+1

13

CONSTITUTION

+1

12

INTELLIGENCE

+0

11

WISDOM

-1

8

CHARISMA

+3

16

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +9 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☒ +6 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +9 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +9 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

16

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 126

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+8

2d6+2/s

Spear

+8

1d6+2/p

Armor: Chain Mail

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

Dwarvish, Common, Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Aura of Courage  
 --Aura of Protection  
 --Channel Divinity (1x/SR)  
 --Cleansing Touch (4x/LR)  
 --Darkvision (60')  
 --Divine Health  
 --Divine Sense (4x/LR)  
 --Divine Smite  
 --Extra Attack (2x)  
 --Fighting Style (Select One)\*\*  
 --Hellish Resistance  
 --Improved Divine Smite  
 --Infernal Legacy  
 --Lay on Hands (100HP/LR)  
 --Respect of the Stout Folk

=====  
 TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

# Paladin 20

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK  
BONUS

0

CANTRIPS

Thaumaturgy (V)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Armor Of Agathys (V,S,M)
- Bless (V,S,M) (C)
- Command (V)
- Cure Wounds (V,S)

2

3

- Hold Person (V,S,M) (C)
- Magic Weapon (V,S) (C)
- Spiritual Weapon (V,S)

3

3

- Bestow Curse (V,S) (C)
- Daylight (V,S)
- Fear (V,S,M) (C)

4

3

- Dominate Beast (V,S) (C)
- Stoneskin (V,S,M) (C)

5

2

- Cloudkill (V,S) (C)
- Dominate Person (V,S) (C)
- Geas (V)

6

0

7

0

8

0

9

0

# Features and Magic Items

## Paladin1

### Subclasses

#### Subclass: Oath of Conquest

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might.

Some of these paladins go so far as to consort with the powers of the Nine Hells, valuing the rule of law over the balm of mercy. The archdevil Bel, warlord of Avernus, counts many of these paladins-called hell knights-as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.

**Tenets of Conquest:** A paladin who takes this oath has the tenets of conquest seared on the upper arm.

–Douse the Flame of Hope. It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.

–Rule with an Iron Fist. Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.

–Strength Above All. You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

### Features

#### Aura of Courage

**Source:** Paladin

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

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

#### 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.

#### 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.

#### Cleansing Touch (4x/LR)

**Source:** Paladin

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

#### Darkvision (60')

**Source:** Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

#### Divine Health

**Source:** Paladin

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

#### Divine Sense (4x/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 weapon's 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 (Select One)

**Source:** Paladin

### **\*\*Not included in stats on Character Sheet**

Select a Fighting Style by choosing in feature.choices:

defense  
dueling  
great-weapon fighting  
protection

## Hellish Resistance

**Source:** Race (Tiefling)

You have resistance to fire damage.

## Improved Divine Smite

**Source:** Paladin

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also

use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

## Infernal Legacy

**Source:** Race (Tiefling)

You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

## Lay on Hands (100HP/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

## Respect of the Stout Folk

**Source:** Background (Clan Crafter)

As well respected as clan crafters are among outsiders, no one esteems them quite so highly as dwarves do. You always have free room and board in any place where shield dwarves or gold dwarves dwell, and the individuals in such a settlement might vie among themselves to determine who can offer you (and possibly your compatriots) the finest accommodations and assistance.

## Magic Items

# Spell Descriptions

Paladin1

## Armor Of Agathys

*Abjuration Level 1*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** Self

**Components:** V, S, M (A cup of water)

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.

## Bestow Curse

*Necromancy Level 3 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Touch

**Components:** V, S

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: *Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.* While cursed, the target has disadvantage on attack rolls against you. *While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.* While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes.

If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

## 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.

## Cloudkill

*Conjuration Level 5 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** 120 feet

**Components:** V, S

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## Command

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 60 feet

**Components:** V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving

throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. Approach The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop The target drops whatever it is holding and then ends its turn.

Flee The target spends its turn moving away from you by the fastest available means. Grovel The target falls prone and then ends its turn. Halt The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them

## Cure Wounds

*Evocation Level 1*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S

A creature you touch regains a number of hit points equal to  $1d8 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d8$  for each slot level above 1st.

## Daylight

*Evocation Level 3*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** 60 feet

**Components:** V, S

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

## Dominate Beast

*Enchantment Level 4 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 60 feet

**Components:** V, S

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels: When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours

## Dominate Person

*Enchantment Level 5 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 60 feet

**Components:** V, S

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further di-

reaction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels: When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

## Fear

*Illusion Level 3 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Self (30-foot cone)

**Components:** V, S, M (A white feather or the heart of a hen)

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## Geas

*Enchantment Level 5*

**Casting Time:** 1 minute

**Duration:** 30 days

**Range:** 60 feet

**Components:** V

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell

early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

At Higher Levels: When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

## 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.

## Magic Weapon

*Transmutation Level 2 (concentration)*

**Casting Time:** 1 bonus action

**Duration:** Concentration, up to 1 hour

**Range:** Touch

**Components:** V, S

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## Spiritual Weapon

*Evocation Level 2*

**Casting Time:** 1 bonus action

**Duration:** 1 minute

**Range:** 60 feet

**Components:** V, S

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St.

Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

## Stoneskin

*Abjuration Level 4 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 hour

**Range:** Touch

**Components:** V, S, M (Diamond dust worth 100 gp, which the spell consumes)

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

## Thaumaturgy

*Transmutation Cantrip*

**Casting Time:** 1 action

**Duration:** Up to 1 minute

**Range:** 30 feet

**Components:** V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

*Your voice booms up to three times as loud as normal for 1 minute.* You cause flames to flicker, brighten, dim, or change color for 1 minute. *You cause harmless tremors in the ground for 1 minute.* You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. *You instantaneously cause an unlocked door or window to fly open or slam shut.* You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.