

Daniel Joe, Son of Mama (Seventeen)

CHARACTER NAME

Bronze Dragonborn

RACE

Stargazer

BACKGROUND

Neutral Good

ALIGNMENT

EXPERIENCE POINTS



# PALADIN

SACRED OATH

+2

PROFICIENCY

PASSIVE  
PERCEPTION

10

INSPIRATION

PASSIVE  
INSIGHT

10

STRENGTH

19

+4

◆ +4 SAVING THROWS  
⊗ +4 ATHLETICS

DEXTERITY

12

+1

◆ +1 SAVING THROWS  
⊗ +1 ACROBATICS  
⊗ +1 SLEIGHT OF HAND  
⊗ +1 STEALTH

CONSTITUTION

15

+2

◆ +2 SAVING THROWS

INTELLIGENCE

8

-1

◆ -1 SAVING THROWS  
⊗ +1 ARCANAS  
⊗ +1 HISTORY  
⊗ -1 INVESTIGATION  
⊗ +1 NATURE  
⊗ +1 RELIGION

WISDOM

10

0

◆ +2 SAVING THROWS  
⊗ 0 ANIMAL HANDLING  
⊗ 0 INSIGHT  
⊗ 0 MEDICINE  
⊗ 0 PERCEPTION  
⊗ 0 SURVIVAL

CHARISMA

14

+2

◆ +4 SAVING THROWS  
⊗ +2 DECEPTION  
⊗ +4 INTIMIDATION  
⊗ 0 PERFORMANCE  
⊗ +4 PERSUASION

## RACIAL TRAITS

### Breath Weapon

Lightning, 5 x 30 ft. line, 2d6 lightning damage, 10 + proficiency dex save. You can use this feature a number of times equal to your Constitution modifier (2). This recharges every short or long rest

### Lightning Resistance

Take half damage from lightning attacks spells and effects

## PROFICIENCIES

LIGHT ARMOUR  
MEDIUM ARMOUR  
HEAVY ARMOUR  
SIMPLE WEAPONS  
MARTIAL WEAPONS  
SHIELDS

## LANGUAGES

Common, Draconic, Celestial

## TOOLS & OTHER PROFICIENCIES

AC

19

INITIATIVE

+1

SPEED

30

19

Hit Point  
Maximum

Temporary  
Hit Points

HIT DICE

Used

Total

d10

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

Javelin

+6

1d6+4

Longsword

+6

1d8+4

SPELL  
ATTACK BONUS

SPELL  
SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

LAY ON HANDS

Used

Total

10

DIVINE SENSE

Used

Total

3

Level (R)

## SPELLS PREPARED

Level (R)

Level (R)

Level (R)

Level (R)

Level (R)

Level (R)

Level (R)

Level (R)

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## DIVINE SENSE

Action. 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 also detect the presence of any consecrated or desecrated place or object. 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.

## LAY ON HANDS

You have a pool of magical healing equal to 5 x your Paladin level. As an action, you can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. You can expend 5 points from your pool to cure one disease or neutralize one poison affecting the target.

## FIGHTING STYLE

Protection - While wearing armor you gain +1 to your AC

## DIVINE SMITE

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra radiant damage to the target. 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.

## DIVINE HEALTH

You are immune to disease.

## SACRED OATH FEATURE

## EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

## AURA OF PROTECTION

You and friendly creatures within 10 feet of you gain a bonus to the saving throws equal to your Charisma modifier. You must be conscious to grant this bonus.

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

## SACRED OATH FEATURE

## AURA OF COURAGE

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.

## IMPROVED DIVINE SMITE



Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

## CLEANSING TOUCH

As an action you can end one spell on yourself or a willing creature that you touch. You can do this a number of times equal to your Charisma modifier. You regain expended uses of this feature when you finish a long rest.

## SACRED OATH FEATURE

## SACRED OATH FEATURE



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CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

Guided by Faith

A number of times per day equal to your proficiency bonus, you may ask the Game Master to reveal the DC of any ability check you make before rolling the dice. You may then decide whether or not you wish to attempt the roll.

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

Backpack

Religious Kit

Blanket

Chain mail

Rations (1 day) x2

Shield

Tinderbox

Waterskin