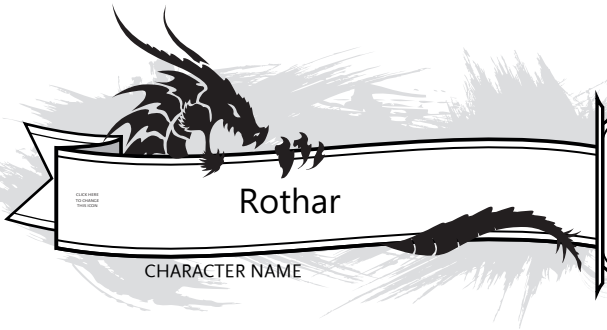
Show extra features



Rothar

CHARACTER NAME

8 Paladin (Oath of Devotion)		Logan	
LEVEL & CLASS		PLAYER NAME	
Soldier	Human	35,000 Add:	48,000
BACKGROUND Cavalry/Healer	RACE	EXPERIENCE	Next Level

STRENGTH +3 (16)

DEXTERITY 0 (10)

CONSTITUTION +2 (14)

INTELLIGENCE 0 (10)

WISDOM -1 (8)

CHARISMA +5 (20)

PROF

○	+7 STR	○	+4 INT
○	+4 DEX	●	+6 WIS
○	+6 CON	●	+12 CHA

RESISTANCES

Immune to charmed and disease

SAVING THROWS

PROF EXP

●	+3	Acrobatics (Dex)
○	-1	Animal Handling (Wis)
○	0	Arcana (Int)
●	+6	Athletics (Str)
○	+5	Deception (Cha)
○	0	History (Int)
○	-1	Insight (Wis)
●	+8	Intimidation (Cha)
○	0	Investigation (Int)
○	-1	Medicine (Wis)
○	0	Nature (Int)
○	-1	Perception (Wis)
○	+5	Performance (Cha)
●	+8	Persuasion (Cha)
●	+3	Religion (Int)
○	0	Sleight of Hand (Dex)
○	0	Stealth (Dex) [disadv.]
○	-1	Survival (Wis)
○		Tool

SKILLS

Set Max HP

68 MAXIMUM HIT POINTS

+3 PROFICIENCY BONUS

21 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS Heal

0 INITIATIVE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

LEVEL	DIE	USED
8	d10+2	

HIT DICE

ENCUMBERED 20 ft

30 ft

SPEED

AC	DESCRIPTION	
18	Armor	Plate
3	Shield	Shield +1
0	Dex	○ Medium Armor ● Heavy Armor
	Magic	
	Misc	
	Misc	

ARMOR

INSPIRATION

Show 2nd DC

16 ABILITY SAVE DC — CHARISMA

PROF

ARMOR ● Light ● Medium ● Heavy ● Shields

WEAPONS ● Simple ● Martial ○ Other Weapons:

LANGUAGES	TOOLS & OTHERS
Common	Dragonchess
Dwarvish	Vehicles (land)

PROFICIENCIES

FEATURE	MAX	RECOVER	USED
Divine Sense	6	LR	
Lay on Hands	40	LR	
Channel Divinity	1	SR	

LIMITED FEATURES SR LR Dawn

ACTIONS	BONUS ACTIONS	REACTIONS
Attack (2 attacks per action)		
Divine Sense		
Lay on Hands		
Channel Divinity: Sacred Weapon		
Channel Divinity: Turn the Unholy		

ACTIONS

9 PASSIVE WISDOM (PERCEPTION)

SENSES

NAME	TOTAL

Reload

AMMUNITION

NAME	TOTAL

Reload

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Longsword	✔	Str	Melee	+6	1d8+5	Slashing
Versatile (1d10)						
DESCRIPTION						
Javelin	✔	Str	Melee, 30/120 ft	+6	1d6+5	Piercing
Thrown						
Battleaxe +2	✔	Str	Melee	+8	1d8+7	Slashing
Versatile (1d10)						

ATTACKS: WEAPONS & CANTRIPS

Choose Feature

Paladin (Oath of Devotion), level 8:

- Divine Sense (Paladin 1, PHB 84) [1 + Charisma modifier per long rest]
  As an action, I sense celestials/fiends/undead/consecrated/desecrated within 60 ft
  Until the end of my next turn, I sense the type/location if it is not behind total cover
- Lay on Hands (Paladin 1, PHB 84) [40× per long rest]
  As an action, I can use points in my pool to heal a touched, living creature's hit points
  I can neutralize poisons/diseases instead at a cost of 5 points per affliction
- Divine Smite (Paladin 2, PHB 84)
  When I hit someone in melee, I can expend spell slots to do 2d8 extra radiant damage
  This increases by +1d8 for each spell slot level above 1st and +1d8 against undead/fiends
- Dueling Fighting Style (Paladin 2, PHB 84)
  +2 to damage rolls when wielding a melee weapon in one hand and no other weapons
- Spellcasting (Paladin 2, PHB 84)
  I can cast prepared paladin spells, using Charisma as my spellcasting ability
  I can use a holy symbol as a spellcasting focus
- Divine Health (Paladin 3, PHB 85)
  I am immune to disease, thanks to the power of my faith
- Channel Divinity (Oath of Devotion 3, PHB 85) [1× per short rest]
- Channel Divinity: Sacred Weapon (Oath of Devotion 3, PHB 86)
  As an action, for 1 minute, I add my Cha modifier to hit for one weapon I'm holding
  It also counts as magical and emits bright light in a 20-ft radius and equal dim light
- Channel Divinity: Turn the Unholy (Oath of Devotion 3, PHB 86)
  As an action, all fiends/undead within 30 ft that can hear me must make a Wis save
  If one of them fails this save, it is turned for 1 minute or until it takes damage
  Turned: move away, never within 30 ft of me, no reactions or actions other than Dash
  Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds
- Aura of Protection (Paladin 6, PHB 85) [10-foot aura]
  While I'm conscious, allies within range and I can add my Cha mod (min 1) to saves
- Aura of Devotion (Oath of Devotion 7, PHB 86) [10-foot aura]
  While I'm conscious, allies within range and I can't be charmed

CLASS FEATURES

Add Features

I can stare down a Hellhound without flinching

PERSONALITY TRAITS

Our lot is to lay down our lives in defense of others

IDEALS

I fight for those who cannot fight for themselves

BONDS

My hatred of my enemies is blind and unreasoning

FLAWS

Feature Name: Military Rank

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.

BACKGROUND FEATURE

Human (+1 to two different ability scores of my choice)

Skills: I gain proficiency in one skill of my choice.

Feat: I gain one feat of my choice.

RACIAL TRAITS

Racial Options

ADVENTURING GEAR	#	LB
Longsword		3
Javelin	5	2
Backpack		5
Bedroll		7
Mess kit		1
Tinderbox		1
Rations	10	2
Waterskin		5
Hempen Rope	50	0.2
Shield		5
SUBTOTAL		67

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ATTUNED MAGICAL ITEMS

Add Equipment

EQUIPMENT

CP
SP
EP
GP
PP

WEIGHT CARRIED
67 lb

ENCUMBERED
81 - 160 lb

HEAVILY ENCUMBERED
161 - 240 lb

PUSH/DRAG/LIFT
241 - 480 lb

NOTES

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
SUBTOTAL			SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: Heavy Armor Master — Human bonus feat; PHB, page 167

While wearing heavy armor, bludgeoning, piercing, and slashing damage taken from nonmagical weapons is reduced by 3. [+1 Strength]

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: Battleaxe +2 ◯Attuned

This magic Battleaxe has a +2 to damage and to hit rolls

MAGIC ITEM: Shield +1 ◯Attuned

This magical tower shield grants an AC increase of +3 (2+1)

MAGIC ITEM: ◯Attuned

MAGIC ITEM: ◯Attuned

MAGIC ITEM: ◯Attuned

MAGIC ITEMS

Based on Wizards of the Coast character sheet; Dragon Head design by spikeilustra; made by Joost Wijnen - Flapkan@gmail.com

Rothar

CHARACTER NAME

Male	32	Medium	6'2"	190
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Tyr	Dark Brown	Steely-Blue	Light Tan
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CLICK HERE TO CHANGE THIS ICON

CHARACTER PORTRAIT

Worked as a cavalry soldier at the fortress of Hawk's Nest

ORGANIZATION

The Order of the Gauntlet

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Modest	LIFESTYLE	DAILY PRICE	1 gp

ENEMIES

I grew up training to fight as a soldier in Order of the Gauntlet run fortress, just like my parents did, and my grandparents did before them. Unlike the generations before me, I worshiped Tyr from a young age, and became a paladin. I mostly moved with Order of the Gauntlet allied armies, and fought as a cavalry astride many different mounts. Eventually, I was called by Tyr to venture into the world and protect those who needed protecting. I value the lives of animals as much as people, and fight for those who cannot defend themselves.

CHARACTER HISTORY

Companion Options

COMPANION NAME

Warhorse	Large		
RACE	SIZE	HEIGHT	WEIGHT
Celestial			Unaligned
TYPE	AGE	GENDER	ALIGNMENT

STRENGTH +4 (18)

DEXTERITY +1 (12)

CONSTITUTION +1 (13)

INTELLIGENCE -4 (2)

WISDOM +1 (12)

CHARISMA -2 (7)

SAVING THROWS

○ +4 STR	○ -4 INT
○ +1 DEX	○ +1 WIS
○ +1 CON	○ -2 CHA

11	+2	Set Max HP 19	Temporary HP:	SUCCESSES ○○○ FAILURES ○○○
ARMOR CLASS	PROFICIENCY BONUS	MAXIMUM HIT POINTS	Heal CURRENT HIT POINTS	DEATH SAVES

+1	60 ft
INITIATIVE	SPEED

LEVEL 3 USED	1
DIE d10+2 HIT DICE	ATTACKS PER ACTION

ATTACKS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Hooves	✔	Str	Melee (5 ft)	+6	2d6+4	Bludgeoning

If used after moving 20 ft straight in the same round, see Trampling Charge trait

DESCRIPTION

SKILLS

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

FEATURES

TRAITS

- Trampling Charge: If the horse moves at least 20 ft straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

11 PASSIVE WISDOM (PERCEPTION)

SENSES

CLICK HERE TO CHANGE THIS ICON

COMPANION'S APPEARANCE

NOTES

Spell Sheet Options

Rothar

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○ ○ ○	○ ○ ○							

SPELL SLOTS

PALADIN SPELLS

Charisma	9	+8	DC 16
SPELLCASTING ABILITY	TO PREPARE	ATTACK MODIFIER	SAVING THROW DC

1ST LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
☑	Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
○	Ceremony (R)	Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Instantaneous	X	151
☑	Command	1+1/SL crea in 15-ft rad save or follow one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
☑	Compelled Duel	1 crea save or dis. on attacks vs. not-you and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min	P	224
○	Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
○	Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
○	Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
○	Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
☑	Divine Favor	Your weapon attacks deal an +1d4 Radiant damage for the duration	—	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234
○	Heroism	1+1/SL crea immune to fear, gain spellcasting ability modifier temp. hp start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	P	250
⊛	Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
○	Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
⊛	Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
☑	Searing Smite	Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites; save to end spell or 1d6 Fire dmg	Con	Evoc	1 bns	Self	V	Conc, 1 min	P	274
☑	Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275
☑	Thunderous Smite	Next melee weapon hit +2d6 Thunder dmg and save or 10 ft push and prone; audible in 300 ft	Str	Evoc	1 bns	Self	V	Conc, 1 min	P	282
○	Wrathful Smite	Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save	Wis	Evoc	1 bns	Self	V	Conc, 1 min	P	289

2ND LEVEL

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○	Aid	3 creatures gain 5+5/SL current hp and hp max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P	211
○	Branding Smite	Next melee hit +2d6+1d6/SL Radiant dmg; invisible target becomes visible for spell duration	—	Evoc	1 bns	Self	V	Conc, 1 min	P	219
○	Find Steed	Gain the services of a steed; can communicate with it telepathically; can share spells with it; see book	—	Conj	10 min	30 ft	V,S	Instantaneous	P	240
⊛	Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
○	Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
○	Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	—	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
○	Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
⊛	Zone of Truth	15-ft rad all in or enter save or unable to lie; you aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

Based on Wizards of the Coast character sheet; Dragon Head design by spikeilustra; made by Joost Wijnen - Flapkan@gmail.com