

Simon Donegan

CHARACTER NAME

Oath of the Ancients Pal... Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dis tielfing

12858

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

1

12

DEXTERITY

4

18

CONSTITUTION

2

14

INTELLIGENCE

2

14

WISDOM

2

14

CHARISMA

5

20

INSPIRATION

3

PROFICIENCY BONUS

- ☐ 1 Strength
- ☐ 4 Dexterity
- ☐ 2 Constitution
- ☐ 2 Intelligence
- ☒ 5 Wisdom
- ☒ 8 Charisma

SAVING THROWS

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

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

LANGUAGE: Common, Dwarvish, Elvish,

Infernal

WEAPON: Martial Weapons, Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

17

ARMOR CLASS

4.18

INITIATIVE

30

SPEED

Hit Point Maximum 46

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Rapier

+8

1d8+7 Piercing

Test Rapier

+7

1d8+4 Piercing

Cure Wounds

1d8+5 Healing

Searing Smite

DC16

1d6 Fire

Thunderous ...

DC16

2d6 Thunder

Wrathful Smite

DC16

1d6 Psychic

Cure Wounds

1d8+5 Healing

ATTACKS & SPELLCASTING

0

CP

333

SP

0

EP

0

GP

10

PP

1 Rapier

1 Priest's Pack

1 Studded Leather Armor

1 Shield

1 Silk rope

10 Rations

1 Token of Balemyr

EQUIPMENT

Hero of the second rank

PERSONALITY TRAITS

IDEALS

BONDS

I put too much trust in those who wield power in my temple's hierarchy.

FLAWS

Infernal Constitution

Divine Sense

Lay on Hands

Fighting Style

Spellcasting

Divine Smite

Divine Health

Channel Divinity

Hellish Resistance

Darkvision

Bloodline of Dispaten

Shelter of the Faithful

Skill Expert

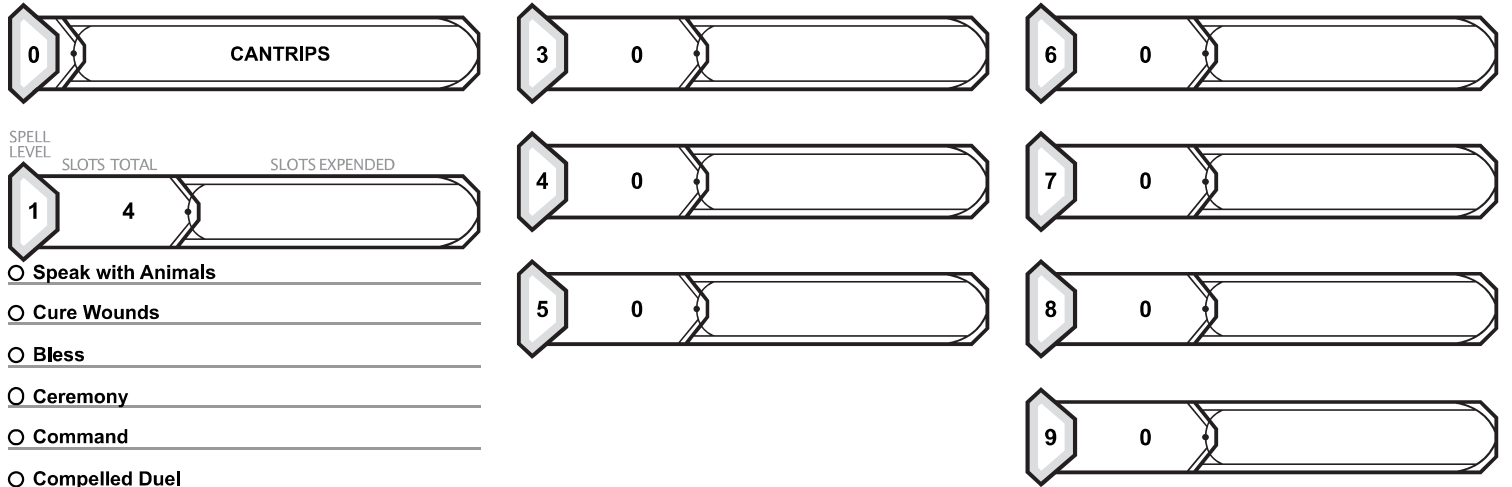
Extra Attack

FEATURES & TRAITS

[illegible]

<p>Total: <u>25</u></p> <p>25</p>
<p>Total: _____</p>
<p>Total: _____</p>

<p>Total: <u>1</u></p> <p>1</p> <p>CHANNEL DIVINITY</p>
<p>Total: _____</p>
<p>Total: _____</p>



FEATURES & TRAITS

Infernal Constitution

Fiendish blood runs strong in you, unlocking a resilience akin to that possessed by some fiends. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have Resistance to cold damage and poison damage.
- You have advantage on Saving Throws against being poisoned.

Divine Sense

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.

Lay on Hands

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.

Fighting Style

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. Preparing and Casting Spells The Paladin table shows how many spell slots you have to cast your paladin spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list. Spellcasting Ability Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Charisma modifier Spell attack modifier = your proficiency bonus + your Charisma modifier Spellcasting Focus You can use a holy symbol as a spellcasting focus for your paladin spells.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one 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, to a maximum of 6d8.

Divine Health

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

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Nature's Wrath. You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish. Turn the Faithless. You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Hellish Resistance

. You have resistance to fire damage.

Darkvision

. Thanks to your infernal heritage, 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.

Bloodline of Dispater

Legacy of Dis. You know the Thaumaturgy cantrip. Once you reach 3rd level, you can cast the Disguise Self spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Detect Thoughts spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Skill Expert

You have honed your proficiency with particular skills, granting you the following benefits: Increase one ability score of your choice by 1, to a maximum of 20. You gain proficiency in one skill of your choice. Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Extra Attack

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

SPELLS

Speak with Animals

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 10 minutes

Description:

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

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.

Bless

Enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

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.

Ceremony

Abjuration 1

Casting Time: 1 hour

Range: Touch

Target: See text

Components: V S M

Duration: Instantaneous

Description:

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water. You touch one vial of water and cause it to become holy water. Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Command

Enchantment 1

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: V

Duration: 1 round

Description:

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.

Compelled Duel

Enchantment 1

Casting Time: 1 bonus action

Range: 30 feet

Target: One creature that you can see within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Detect Evil and Good

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Magic

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 10 minutes

Description:

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Poison and Disease

Divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Divine Favor

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Heroism

Enchantment 1

Casting Time: 1 action

Range: Touch

Target: A willing creature you touch

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.
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.

Protection from Evil and Good

Abjuration 1

Casting Time: 1 action

Range: Touch

Target: One willing creature you touch

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Purify Food and Drink

Transmutation 1

Casting Time: 1 action

Range: 10 feet

Target: A 5-foot-radius sphere centered on a point of your choice within range

Components: V S

Duration: Instantaneous

Description:

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Searing Smite

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the Attack increases by 1d6 for each slot level above 1st.

Shield of Faith

Abjuration 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Thunderous Smite

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Wrathful Smite

Evocation 1

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage.

Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

Ensnaring Strike

Conjuration 1

Casting Time: 1 bonus action

Range: Self

Target: See text

Components: V

Duration: ConcentrationUp to 1 minute

Description:

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.