

Faxorean "Byrn"  
Bhenkumbyrznaxx

Vengeance Paladin 3

CLASS &amp; LEVEL

Brass Dragonborn

RACE

Noble

BACKGROUND

Chaotic Good

ALIGNMENT

Will

PLAYER NAME

900

EXPERIENCE POINTS

INSPIRATION

PROFICIENCY  
BONUS

+2

INITIATIVE

-1

SAVING THROWS

3

-1

2

0

2

5

STR

DEX

CON

INT

WIS

CHA

## Skills

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

\*Armor

17  
+3

STRENGTH

8

-1

DEXTERITY

15

+2

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

16

+3

CHARISMA

PASSIVE  
WISDOM  
(PERCEPTION)

10

30 ft

SPEED

## Attacks &amp; Spellcasting

Weapon	Hand	Type	Range
Battleaxe	Right	Slashing	5 ft.
Atk Bonus +5	DAMAGE		
Special: versatile (1d10+3)	1d8+5 (versatile)		
Weapon	Hand	Type	Range
Javelin	Right	Piercing	30/120 ft.
Atk Bonus +5	DAMAGE		
Special: thrown	1d6+3 (when thrown)		
Weapon	Hand	Type	Range
Breath Weapon	N/A	Fire	5/30ft.
Atk Bonus	DAMAGE		
DC 12 DEX save vs/ half-damage	2d6		

Dueling (Fighting Style): +2 to single-hand melee weapon attacks  
 Shield: +2 AC when wielding (left hand)

Divine Smite (1 spell-slot):

- 2d8 radiant damage on a melee weapon hit
- extra 1d8 if target is undead

HIT  
DICE  
D10HIT POINT  
MAXIMUM

28

CURRENT HIT POINTS

SUCCESSES

DEATH SAVED

FAILURES

Common, Draconic  
Dragonchess Set

OTHER PROFICIENCIES &amp; LANGUAGES

## Features &amp; Traits

## Draconic Ancestry:

- Resistance to Fire Damage
- Breath Weapon (DEX 12 vs 2d6 Fire) (1/SR)

## Divine Sense: (4/LR)

Until the end of your next turn, know the location of any celestial, fiend, or undead within 60 ft. that isn't behind total cover. Also detects any consecrated/desecrated locations or objects.

## Lay on Hands: (LR)

- 15HP of divine health, restores HP
- Expend SHP to cure disease or neutralise poison (SHP/per)
- No effect on undead or constructs

## Divine Health: Immune to disease

## Channel Divinity: (1/SR)

- *Abjure Enemy (a)*: Creature within 60ft. DC 13 WIS Save fail = frightened 1 minute (or takes damage) + 0 speed success = halved speed 1 minute (or takes damage)
- *Vow of Enmity (b/a)*: Creature within 10ft. you gain adv. on all attack rolls against that creature for 1 minute.



# Paladin

SPELLCASTING  
ABILITY

Cha.

SPELL  
SAVE DC

SPELL  
ATTACK  
BONUS

Aura of Vitality

Blinding Smite

Create Food and Water

Crusader's Mantle

Daylight

Dispel Mantle

Elemental Weapon

Magic Circle

Remove Curse

Revivify

Haste

Protection from Energy

Aura of Life

Aura of Purity

Death Ward

Find Greater Steed

Locate Creature

Staggering Smite

Banishment

Dimension Door

Banishing Smite

Circle of Power

Destructive Wave

Dispel Evil and Good

Geas

Holy Weapon

Raise Dead

Hold Monster

Searing

Bless

Command

Compelled Duel

Cure Wounds

Detect Evil and Good

Detect Magic

Detect Poison and Disease

Divine Favour

Heroism

Ceremony

Searing Smite

Shield of Faith

Thunderous Smite

Wrathful Smite

Protection from Evil and Good

Bane

Hunter's Mark

Aid

Branding Smite

Find Steed

Lesser Restoration

Locate Object

Magic Weapon

Protection from Poison

Zone of Truth

Hold Person

Misty Step