

paladin

CHARACTER NAME

Paladin 2

CLASS & LEVEL

PLAYER NAME

Dragonborn

SPECIES

Soldier

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

+0

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

14

+2

- ☐ +3 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +3 Wisdom
- ☒ +4 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +0 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +5 Athletics STR
- ☐ +2 Deception CHA
- ☐ +0 History INT
- ☐ +1 Insight WIS
- ☒ +4 Intimidation CHA
- ☐ +0 Investigation INT
- ☒ +3 Medicine WIS
- ☐ +0 Nature INT
- ☐ +1 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☒ +2 Religion INT
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX D
- ☐ +1 Survival WIS

SKILLS

+0

INITIATIVE

ARMOR

19

CLASS

Resistances - Fire

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
Dragononic Flight* (30 ft. for 10 minutes)

SPEED

Max HP

Current HP

Temp HP

20

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HIT POINTS

Total 2d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR & WEAPONS ===

Heavy Armor, Light Armor, Medium Armor, Shields, Martial Weapons, Simple Weapons

=== TOOLS ===

Dice Set

=== LANGUAGES ===

Common, Draconic, Giant

=== ACTIONS ===

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

PROFICIENCIES & TRAINING

Breath Weapon (Fire) • 2 / Long Rest [] []

When you take the Attack action on your turn, you can replace one attack with a breath weapon that is a 15-ft. Cone or a 30-ft. Line that's 5 ft. wide (choose the shape each time). Each creature must make a DC 12 Dex. saving throw taking 1d10 Fire damage on a failed save or half as much damage on a success.

=== BONUS ACTIONS ===

Lay On Hands: Heal

Bonus Action, touch a creature, restore a number HP, up to the maximum amount remaining in the pool.

Lay On Hands: Healing Pool • 10 / Long Rest

[] [] [] [] [] [] [] [] [] []

Lay On Hands: Purify Poison

You can expend 5 HP from the pool of healing to remove the Poisoned condition from the creature; those points don't also restore HP to the creature.

Paladin's Smite • 1 / Long Rest []

Cast Divine Smite without using a spell slot.

Spell attack Bonus: +2

Spell save DC: 12

Spell slots available: 2 [] []

LVL 1 Spells (use spell slot): Cure Wounds, Divine Favor, Divine Smite, Shield of Faith

ACTIONS

11

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Javelin

+5

1d6+3 Piercing

Simple, Thrown, Slow*, Range (30/120)

Longsword

+5

1d8+3 Slashing

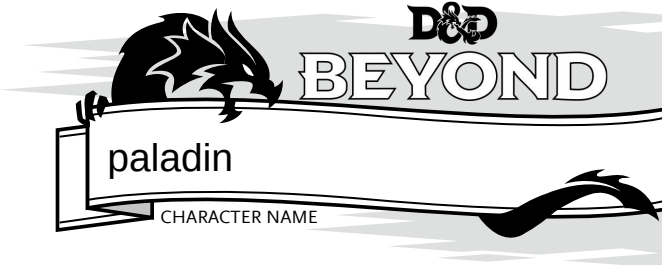
Martial, Versatile, Sap*

Unarmed Strike

+5

4 Bludgeoning

WEAPON ATTACKS & CANTRIPS



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* Draconic Flight • PHB-2024 187 ☐

Once per Long Rest as a Bonus Action, you gain temporary flight for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed.

| Javelin (Slow) •

Slow. If you hit a creature with a Javelin and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

| Longsword (Sap) •

Sap. If you hit a creature with a Longsword, that creature has Disadvantage on its next attack roll before the start of your next turn.

=== LVL 1 SPELLS ===

Cure Wounds
1 action, touch, instant
Touch 1 creature and restore 2d8+2 HP

Divine Favor
1 Bonus action, self, 1 minute
Your attacks with weapons deal extra 1d4 radiant damage on a hit.

Divine Smite
1 Bonus action, self, instant, use after melee hit
Target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Shield of Faith
1 Bonus action, 60ft, concentration upto 10 minutes
Creatures of your choice gains bonus +2 to AC.

FEATURES & TRAITS

CP0

SP0

EP0

GP9

PP0

WEIGHT CARRIED

106 lb.

ENCUMBERED

240 lb.

PUSH/DRAG/LIFT

480 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield	1	6 lb.			
Chain Mail	1	55 lb.			
Longsword	1	3 lb.			
Javelin	6	12 lb.			
Backpack	1	5 lb.			
Amulet	1	1 lb.			
Rations	7	14 lb.			
Robe	1	4 lb.			
Blanket	1	3 lb.			
Tinderbox	1	1 lb.			
Lamp	1	1 lb.			
Holy Water	1	1 lb.			

ATTUNED MAGIC ITEMS

QTY

WEIGHT

EQUIPMENT