

Paladin 7 - Predation

Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

18

+4

DEXTERITY

10

-

CONSTITUTION

14

+2

INTELLIGENCE

10

-

WISDOM

10

-

CHARISMA

15

+2

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ - Dexterity
- ☐ +2 Constitution
- ☐ - Intelligence
- ☒ +3 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☐ - Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ - History (Int)
- ☒ +3 Insight (Wis)
- ☒ +8 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ - Medicine (Wis)
- ☐ - Nature (Int)
- ☐ - Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ - Sleight of Hand (Dex)
- ☒ +3DA Stealth (Dex)
- ☐ - Survival (Wis)

SKILLS

16

ARMOR CLASS

-

INITIATIVE

30'

SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

greataxe*

+7

1d12 + 4

warhammer*

+7

1d8 + 4

javelins*

+7

1d6 + 4

*greataxe heavy, 2 hand
*warhammer versatile (1d10)
*javelin throw (range 30/120)

Extra attack

Reroll 1 and 2 on damage die when using a weapon with 2 hands

Immune to disease

CRIT 1 extra die

Disadvantage on stealth checks

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

common, orc

tools: card deck, vehicles (land), thief's tools

armor: all armor, shield

weapons: simple/martial

OTHER PROFICIENCIES & LANGUAGES

CP

65

chainmail armor, greataxe, warhammer, javelins (5)

SP

EP

insignia of rank, deck of cards, common clothes

GP

PP

holy symbol, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' of hempen rope.

EQUIPMENT

DARKVISION 60'

MENACING.

You gain proficiency in the Intimidation skill.

RELENTLESS ENDURANCE. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

SAVAGE ATTACKS.

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

DIVINE SENSE (3)

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 (35 POINTS)

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 × 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.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Great Weapon Fighting.

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your 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.

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.

ADDITIONAL FEATURES & TRAITS

OATH SPELLS

Paladin Level Spells

3rd command, protection from evil and good

5th enthrall, pass without trace

9th hypnotic pattern, nondetection

13th compulsion, Mordenkainen's private sanctum

17th dominate person, teleportation circle

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.

OVER --->

TREASURE



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OVER --->

TREASURE