

CHARACTER NAME

Paladin 8 (Tymora)

CLASS & LEVEL

Human (Chultan)

RACE

Sailor

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

34,000

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

11

+0

WISDOM

12

+1

CHARISMA

16

+3

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +4 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +4 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+4

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 68

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

rapier

+7

1d8+4

dagger

+7

1d4+4

club

+4

1d4+1

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 (not included above).

EXTRA ATTACK.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Navigator's Tools, Vehicles (Water)

Languages.
Common, Chultan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

rapier, shield (buckler), dagger, belaying pin (club), studded leather armor, holy symbol, explorer's pack, silk rope 50 ft., lucky charm, common clothes, pouch

EQUIPMENT

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 × 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.

DIVINE SMITE.

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.

AURA OF PROTECTION.

Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

OATH OF VENGEANCE.

RELENTLESS AVENGER.

Your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

SHIP'S PASSAGE.

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

TENETS OF VENGEANCE.

Fight the Greater Evil.

Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

No Mercy for the Wicked.

Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary.

My qualms can't get in the way of exterminating my foes.

Restitution.

If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

BACKSTORY.

You've spent your life hunting pirates along the coast of Chult and in the trade lanes between the peninsula and the north, but recently you've had dreams. Nightmares of those you oppose striking out into the jungle for the power to do as they will. So... into the jungle you go.

CHARACTER BACKSTORY

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. 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.

DIVINE HEALTH.

The divine magic flowing through you makes you immune to disease.

CHANNEL DIVINITY.

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

CD: ABJURE ENEMY.

As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

CD: VOW OF ENMITY.

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

ADDITIONAL FEATURES & TRAITS

TREASURE

