

Glory Paladin - Level 5 Noble

CLASS & LEVEL BACKGROUND

PLAYER NAME

Gold Dragonborn

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

+0

11

CONSTITUTION

+2

14

INTELLIGENCE

-1

9

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+3

PROFICIENCY BONUS

+3 Strength

+0 Dexterity

+2 Constitution

-1 Intelligence

+4 Wisdom

+6 Charisma

SAVING THROWS

+0 Acrobatics (Dex)

+1 Animal Handling (Wis)

-1 Arcana (Int)

+7 Athletics (Str)

+3 Deception (Cha)

+2 History (Int)

+4 Insight (Wis)

+3 Intimidation (Cha)

-1 Investigation (Int)

+1 Medicine (Wis)

-1 Nature (Int)

+1 Perception (Wis)

+3 Performance (Cha)

+6 Persuasion (Cha)

+2 Religion (Int)

+0 Sleight of Hand (Dex)

+0 Stealth (Dex)

+1 Survival (Wis)

SKILLS

11

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish, Elven

Armour: All Armour, Shields

Weapons: Simple, Martial

Tools: Dragonchess Set

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 50

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

Longsword\*

+6

1d8+3 slashing

ATK BONUS

DAMAGE/TYPE

Javelin\*\*

+6

1d6+3 slashing

\*If wielded with both hands, damage increases to 1d10+3 slashing damage, but your Armour Class decreases by 2, and you lose access to your Fighting Style: Protection

\*\*You can throw a javelin 20 feet, or up to 60 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

CP

- Longsword

SP

- Shield

EP

- Chainmail

CP

- Holy Symbol

EP

- Backpack, Bedroll,

CP

Mess Kit, Water Skin

EP

- Tinderbox

CP

- 10x Torches

EP

- 50ft Hempen Rope

CP

- 10x rations

EQUIPMENT

DIVINE SENSE | Twice per Long Rest

As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. 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.

LAY ON HANDS | 10 HP PER LONG REST

You have a pool of healing power that can restore 10 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralise a poison affecting the creature.

DIVINE SMITE |

When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target. Once per Long Rest, you can Smite without using a spell slot.

HEAVY ARMOUR |

Disadvantage on stealth checks.

BREATH WEAPON |

When you take the Attack action on your turn, you can replace your weapon attack with an expenditure of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 12). On a failed save, a creature takes 1d10 fire damage. On a successful save, a creature takes half as much damage.

DAMAGE RESISTANCE |

You have Resistance to fire damage.

DARKVISION |

You have Darkvision up to 60 feet

FAITHFUL STEED |

You can call on the aid of an otherworldly steed. You always have the Find Steed spell prepared. You can also cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

INSPIRING SMITE |

Immediately after you cast Divine Smite, you can expend one use of your Channel Divinity and distribute Temporary Hit Points to creatures of your choice within 30 feet of yourself, which can include you. The total number of Temporary Hit Points equals 2d8 plus your Paladin level, divided among the chosen creatures however you like.

FEATURES & TRAITS



# PALADIN

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

3

6

1 4

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

4

7

SPELLS KNOWN

SPELL NAME

- Command
- Cure Wounds
- Divine Favour
- Guiding Bolt
- Heroism

5

8

2 2

9

9

- Enhance Ability
- Find Steed
- Lesser Restoration
- Magic Weapon