

Half-Orc
RACE3rd-Level Paladin (Oath of Vengeance)
LEVEL & CLASSMedium
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+3
16DEXTERITY
+1
12CONSTITUTION
+3
16INTELLIGENCE
-1
8WISDOM
+0
10CHARISMA
+1
13**+2** PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

10 PASSIVE WISDOM
(PERCEPTION)17/19
ARMOR
CLASS**+1**
INITIATIVE**30**
FEET
SPEEDHit Point Maximum **31**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3d10**

HIT DICE

SUCCESSSES ☐ ☐ ☐FAILURES ☐ ☐ ☐

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Longsword ¹	+5	1d8+3 SLASHING
Javelin ²	+5	1d6+3 PIERCING
Spellcasting ³	+3	SPELL SAVE DC: 11

¹If wielding your Longsword in 2 hands, you deal 1d10+3 damage, but you cannot have your shield affixed when doing so.

²You can throw a javelin 30 ft., or up to 120 ft. with disadvantage.

³You have spell slots with which to cast Spells, as detailed on the next page. Your spell slots replenish after a long rest.

Spell Slots[1st][1st][1st]

ATTACKS & SPELLCASTING

Despite a troubled past as the child of Orcishkind, you've found your purpose in service to a higher cause, one that focuses your fierce nature into a narrow beam of virtue.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Relentless Endurance. Thanks to your orc ancestry, when you are reduced to 0 hit points (but not killed) you can instead drop to 1 hit point. You can do this once per long rest.

Savage Attacks. When you score a critical hit with a melee weapon, 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. As an action, 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 3 times per long rest.

Fighting Style: Defense. When you are wearing armour, you gain a +1 to AC. (Already noted in your sheet.)

Lay on Hands. You can use an action to restore up to 15 hit points worth of damage divided among any creatures you can touch. Alternatively, you can spend 5 points to cure one creature of poison or one disease. You restore all your healing points after a long rest.

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Proficiencies. All armour and shields; simple weapons, martial weapons.

Languages. Common, Orcish, Elvish

OTHER PROFICIENCIES & LANGUAGES

Paladin's Gear:

- longsword
- shield (AC +2 when affixed)
- javelins x 5
- chainmail (disadvantage on Stealth)
- holy symbol
- 10 gold pieces

Explorer's Pack:

- bedroll
- mess kit
- tinderbox
- 10 torches
- 10 days rations
- waterskin
- 50 ft. hempen rope

EQUIPMENT

FEATURES & TRAITS

Divine Smite. When you hit a creature with a melee weapon attack, you can expend a spell slot to deal an extra 2d8 radiant damage (or 3d8 if the target is undead).

Divine Health. You are immune to disease.

Channel Divinity. You can perform one of the following per short or long rest:

- **Abjure Enemy.** As an action, choose 1 creature within 60 ft. Unless it is immune to fear, that creature makes a DC 11 Wisdom saving throw. (Fiends and undead have disadvantage on this saving throw.) On a failure, the creature is frightened for 1 minute. While frightened, it's speed becomes 0 and it cannot benefit from speed bonuses. On a success, the creature's speed is halved for 1 minute or until it takes damage.
- **Vow of Enmity.** As a bonus action, choose a creature within 10 ft. For 1 minute, you gain advantage on attack rolls against that creature until it drops to 0 hit points or falls unconscious.

Paladin Spells

Bane

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make DC 11 Charisma saving throws.

Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Hunter's Mark

1st-level divination

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains 1d8 + 1 hit points.

Shield of Faith

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.