



Blue Dragonborn 3rd-level Paladin (Oath of Devotion) Acolyte

RACE LEVEL & CLASS BACKGROUND

Medium

SIZE DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH +3 16

DEXTERITY +1 12

CONSTITUTION +1 13

INTELLIGENCE +0 10

WISDOM -1 8

CHARISMA +3 16

+2 PROFICIENCY BONUS

- Strength, Dexterity, Constitution, Intelligence, Wisdom (+1), Charisma (+5)

- Acrobatics (Dex), Animal Handling (Wis), Arcana (Int), Athletics (Str) (+5), Deception (Cha), History (Int), Insight (Wis) (+1), Intimidation (Cha) (+5), Investigation (Int), Medicine (Wis), Nature (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int) (+2), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

9 PASSIVE WISDOM (PERCEPTION)

16/18 ARMOR CLASS

+1 INITIATIVE

30 ft. SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

Total 3d10 HIT DICE

SUCCESSSES FAILURES DEATH SAVES

Table with columns: NAME, ATK BONUS, DAMAGE/TYPE. Rows: Longsword, Javelin, Spellcasting

1 You can wield your longsword with both hands to inflict 1d10+3 damage, but you cannot have your shield affixed when doing so. 2 You can throw a javelin 60 ft., or up to 120 ft. with disadvantage on the attack roll. 3 Your Spellcasting ability is Charisma. See page 2 for your list of spells and spell-like abilities.

Spell Slots [1st] [1st] [1st] ATTACKS & SPELLCASTING

Proficiencies. All armour and shields, simple weapons, martial weapons. Languages. Common, Draconic, Elvish, Dwarvish. OTHER PROFICIENCIES & LANGUAGES

Equipment list: longsword, shield, javelins, chainmail, backpack, bedroll, mess kit, tinderbox, torches, rations, waterskin, rope, holy symbol, prayer book, sticks of incense, vestments, set of common clothes, belt pouch. EQUIPMENT

You are one of the rare draconic humanoids wandering the world. As a paladin, you wade into the fray wielding sword, shield, and the righteous magic of your deity.

Breath Weapon. As an action you exhale lightning in a 30 ft. line. Each creature in the lightning's path makes a DC 11 Dexterity saving throw, suffering 2d6 lightning damage on a failed save or half as much on a successful one. You can use this feature once per long rest.

Lightning Resistance. You have resistance to lightning damage.

Fighting Style: Protection. While wielding a shield, when a creature attacks an ally within 5 ft. of you, you can use your reaction to impose disadvantage on the attack roll.

Channel Divinity. Once per short or long rest, you can do one of the following:

Sacred Weapon. As an action, you imbue your weapon with divine energy, adding +3 to attack rolls with it for 1 minute. The weapon also emits bright light in a 20 ft. radius and dim light 20 ft. beyond that. Your weapon is considered magical for the duration of this effect. If you drop the weapon or fall unconscious, the effect ends.

Turn Undead. As an action, you send undead fleeing from your holy wrath. Each undead creature within 30 ft. must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute (or until it takes damage). Turned creatures move as far away from you as possible, cannot willingly move within 30 ft. of you, and cannot take reactions. Turned creatures can only Dash or, if unable to move away from you, take the Dodge action.

Divine Health. You are immune to disease.

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FEATURES & TRAITS

## Features (Cont'd)

### Divine Smite

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

### Acolyte: Shelter of the Faithful

You command the respect of those who share your faith, and you can perform the religious ceremonies of your deity.

You and your adventuring companions can expect to receive free healing and care at a temple or other established presence of your faith, though you must provide any material components needed for spells.

Those who share your religion will support you (but only you) at a modest lifestyle. (See PHB 127)

### 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 healing points after a long rest.

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### Divine Sense

As an action, you open your awareness to detect good and evil. 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 4 times per long rest.

## Prepared Spells

### Bless

*1st-level enchantment*  
**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S, M  
**Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

### Cure Wounds

*1st-level evocation*  
**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** Instantaneous

A creature you touch regains 1d8+3 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level, the creature you touch regains 2d8+3 hit points.

### Searing Smite

*1st-level evocation*  
**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** V  
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames.

At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends.

The spell ends if the target (or a creature within 5 ft. of it) uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water).

## 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.

## Oath Spells

### Protection from Evil and Good

*1st-level abjuration*  
**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M  
**Duration:** Concentration up to 10 minutes

One willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

### Sanctuary

*1st-level abjuration*  
**Casting Time:** 1 bonus action  
**Range:** 30 feet  
**Components:** V, S, M  
**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.