



BLUE DRAGONBORN
RACE

3RD-LEVEL PALADIN (OATH OF DEVOTION)
LEVEL & CLASS

ACOLYTE
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
 - +1** Wisdom
 - +5** Charisma
- SAVING THROWS

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

9 PASSIVE WISDOM (PERCEPTION)

16/18
ARMOR CLASS

+1
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **25**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **3D10**
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
LONGSWORD ¹	+5	1D8+3 SLASHING
JAVELIN ²	+5	1D6+3 PIERCING
SPELLCASTING ³	+5	VARIABLE

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. WHEN CASTING A SPELL THAT REQUIRES YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

PREPARED SPELLS. YOU HAVE BLESS, CURE WOUNDS, SEARING SMITE AND SHIELD OF FAITH PREPARED.

OATH SPELLS. YOU ALWAYS HAVE PROTECTION FROM EVIL AND GOOD AND SANCTUARY PREPARED.

SPELL SLOTS
(1st) (1st) (1st)
ATTACKS & SPELLCASTING

I CAN FIND COMMON GROUND BETWEEN THE FIERCEST ENEMIES, EMPATHIZING WITH THEM AND ALWAYS WORKING TOWARD PEACE.
I AM TOLERANT OF OTHER FAITHS AND RESPECT THE WORSHIP OF OTHER GODS.
PERSONALITY TRAITS

CHARITY. I ALWAYS TRY TO HELP THOSE IN NEED, NO MATTER WHAT THE PERSONAL COST.
IDEALS

I OWE MY LIFE TO THE PRIEST WHO TOOK ME IN WHEN MY PARENTS DIED.
BONDS

I PUT TOO MUCH TRUST IN THOSE WHO WIELD POWER WITHIN MY TEMPLE'S HIERARCHY.
FLAWS

BREATH WEAPON. YOU CAN USE YOUR ACTION TO EXHALE LIGHTNING IN A 30 FT. LINE. EACH CREATURE IN THE LIGHTNING'S PATH MUST MAKE A DC 11 DEXTERITY SAVING THROW AND SUFFER 2D6 LIGHTNING DAMAGE ON A FAILED SAVE OR HALF AS MUCH ON A SUCCESSFUL ONE. AFTER YOU USE YOUR BREATH WEAPON, YOU CAN'T USE IT AGAIN UNTIL YOU COMPLETE A SHORT OR LONG REST.

LIGHTNING RESISTANCE. YOU HAVE RESISTANCE TO LIGHTNING DAMAGE.

FIGHTING STYLE: PROTECTION. WHILE YOU ARE 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 CAN IMBUE YOUR WEAPON WITH POSITIVE ENERGY. FOR 1 MINUTE, YOU ADD +3 TO ATTACK ROLLS WITH THAT WEAPON. 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 CAN SEND UNDEAD FLEEING FROM YOUR HOLY WRATH. EACH UNDEAD CREATURE WITHIN 30 FT. OF YOU MUST SUCCEED ON A DC 13 WISDOM SAVING THROW OR BE TURNED FOR 1 MINUTE (OR UNTIL IT TAKES DAMAGE). TURNED CREATURES MUST MOVE AS FAR AWAY FROM YOU AS POSSIBLE, CANNOT WILLINGLY MOVE WITHIN 30 FT. OF YOU, AND CANNOT TAKE REACTIONS. ON THEIR TURNS, TURNED CREATURES CAN ONLY DASH OR, IF UNABLE TO MOVE AWAY FROM YOU, TAKE THE DODGE ACTION.

DIVINE SMITE. WHEN YOU HIT A CREATURE WITH A MELEE WEAPON ATTACK, YOU CAN EXPEND A PALADIN SPELL SLOT TO DEAL AN ADDITIONAL 2D8 RADIANT DAMAGE (OR 3D8 IF THE TARGET IS UNDEAD).

DIVINE HEALTH. YOU ARE IMMUNE TO DISEASE.

SHELTER OF THE FAITHFUL. AS AN ACOLYTE, 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, SHRINE, 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 MORE: PHB 127)

PROFICIENCIES. ALL ARMOUR AND SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS.
LANGUAGES. COMMON, DRACONIC, ELVISH, DWARVISH.

OTHER PROFICIENCIES & LANGUAGES

LONGSWORD
SHIELD¹
JAVELINS (5)
CHAINMAIL²
BACKPACK
BEDROLL
MESS KIT
TINDERBOX
TORCHES () () () () () () () () ()
RATIONS () () () () () () () () ()
WATERSKIN
50 FT. ROPE
HOLY SYMBOL³
PRAYER BOOK
STICKS OF INCENSE () () () () ()
VESTMENTS
SET OF COMMON CLOTHES
BELT POUCH

15

¹ YOUR AC IS 18 WITH SHIELD AFFIXED.
² WHILE WEARING CHAINMAIL, YOU MAKE DEXTERITY (STEALTH) CHECKS WITH DISADVANTAGE.
³ YOU MUST BE HOLDING YOUR HOLY SYMBOL WITH ONE HAND TO CAST SPELLS THAT REQUIRE MATERIAL COMPONENTS.

EQUIPMENT

FEATURES & TRAITS

