



Oath of Devotion
Paladin

CHARACTER NAME
Noble

BACKGROUND
Dragonborn (Gold)

SPECIES

Paladin

CLASS
Oath of Devotion

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

16+2

SHIELD

HIT POINTS

CURRENT

TEMP
37

MAX

HIT DICE

SPENT
3x d10

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

-1

9

MODIFIER

SCORE

INITIATIVE

-1

SPEED

30

SIZE

M

PASSIVE PERCEPTION

10

STRENGTH

+4

18

MODIFIER

SCORE

☐ Saving Throw

☒ Athletics

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Maul	+6	2d6+4 bludgeon	Topple; Two-handed Con save, DC 14, or fall Prone
Warhammer	+6	1d8+4 bludgeon	Push creature 10ft away on hit
Spell Attack	+5		
Spell DC	13		

DEXTERITY

-1

9

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

WISDOM

+0

11

MODIFIER

SCORE

☒ Saving Throw

☐ Animal Handling

☒ Insight

☐ Medicine

☐ Perception

☐ Survival

CLASS FEATURES

Lay On Hands: Heal 15 HP, or spend 5 HP to remove Poisoned condition.

Fighting Style: Interception, when you see another creature within 5 ft get hit by an attack, you can take a Reaction to reduce the damage dealt by 1d10+2.

Weapon Mastery: Topple. Push.

Channel Divinity: 2x per Long Rest. Regain 1x per Short Rest.

Divine Sense: Channel Divinity Bonus Action to know the location Celestials, Fiends, and Undead, and know any nearby place or object that has been consecrated or desecrated.

Sacred Weapon: With Attack action, Channel Divinity to imbue weapon with positive energy for 10 min. Add Charisma (+3) to attack rolls, change damage to Radiant, weapon emits Bright Light 20 ft radius.

CONSTITUTION

+3

16

MODIFIER

SCORE

☐ Saving Throw

CHARISMA

+3

16

MODIFIER

SCORE

☒ Saving Throw

☐ Deception

☒ Intimidation

☐ Performance

☒ Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

TOOLS

SPECIES TRAITS

Resistance to Fire damage.

Darkvision: Darkvision with a range of 60 feet.

Breath Weapon: 2x per long rest. Attack exhale magical Fire in either 15ft Cone or 30ft Line. Each creature in that area must make a Dex save DC 13 or take 1d10 fire damage. Save = half damage.

































































































FEATS

Tough: 2 extra HP per level

APPEARANCE

LANGUAGES
Common, Sanskrit

COINS				
CP	SP	EP	GP	PP
			50	
V	V	V	V	V

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
1	Divine Smite	B	Self	  	2d8 extra Radiant damage from attack, 3d8 to fiend or undead
1	Bless	A	30	  	Bless 3 people, add 1d4 to attack or save
1	Command	A	60	  	Wis save: Approach, Drop, Flee, Grovel, Halt
1	Compelled Duel	B	30	  	Wis save, Disadv on attack against anyone other than you. Has to stay within 30ft of you
1	Shield of Faith	B	60	  	Shimmering shield protects creature of your choice. +2 AC for 10 minutes
1	Heroism	A	Touch	  	Gain +3 Temporary HP each turn for 1 minute. Immune to Frightened
1	Protection from Evil & Good	A	Touch	  	A creature type has disadvantage on attacks on target, can't charm or frighten for 10 min
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	
				  	

SPELLBOOK

LEVEL 1

BLESS

level 1 - enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol, worth 5+ GP)

Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

COMMAND

level 1 - enchantment

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target has the Prone condition and then ends its turn.

Halt. On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

COMPELLED DUEL

level 1 - enchantment

Casting Time: Bonus Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You try to compel a creature into a duel. One creature that you can see within range makes a Wisdom saving throw. On a failed save, the target has Disadvantage on attack rolls against creatures other than you, and it can't willingly move to a space that is more than 30 feet away from you.

The spell ends if you make an attack roll against a creature other than the target, if you cast a spell on an enemy other than the target, if an ally of yours damages the target, or if you end your turn more than 30 feet away from the target.

DIVINE SMITE

level 1 - evocation

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike

Range: Self

Components: V

Duration: Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

HEROISM

level 1 - enchantment

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

PROTECTION FROM EVIL AND GOOD

level 1 - abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a flask of Holy Water worth 25+ GP, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are Aberrations, Celestials, Elementals, Fey, Fiends, or Undead. The protection grants several benefits. Creatures of those types have Disadvantage on attack rolls against the target. The target also can't be possessed by or gain the Charmed or Frightened conditions from them. If the target is already possessed, Charmed, or Frightened by such a creature, the target has Advantage on any new saving throw against the relevant effect.

SHIELD OF FAITH

level 1 - abjuration

Casting Time: Bonus Action

Range: 60 feet

Components: V, S, M (a prayer scroll)

Duration: Concentration, up to 10 minutes

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