



Character

[Martin]

Player: Otter

Human Paladin 2, Lawful Neutral

2024 rules

Score	STR	DEX	CON	INT	WIS	CHA
	16	11	14	12	13	16
Bonus	+3	+0	+2	+1	+1	+3
Saving Throw	+3	+0	+2	+1	+3	+5

Armor Class	18	Speed	30 ft
Hit Points	8/17	HD	2/2 D10
Proficiency	+2		

- **Feats** *Skilled, Healer*
- **Skills** *Animal Handling +3, Athletics +5, History +3, Insight +3, Medicine +3, Persuasion +5, Religion +3, Survival +3*
- **Tools** *Dragonchess*
- **Other Proficiencies** *Simple weapons, Martial weapons, Light, Medium, Heavy armor, Shield*
- **Resistances**
- **Immunities**
- **Senses**
- **Background** *Noble (+2 STR / +1 CHA)*
- **Languages** *Common, Dwarvish, Elvish*
- **XP** 660
- **Gold** 49

Features / Traits

- **Resourceful.** *You gain Heroic Inspiration whenever you finish a Long Rest.*
- **Skillful.** *You gain proficiency in one skill of your choice.*
- **Versatile.** *You gain an Origin feat of your choice - Healer.*
- **Battle Medic.** *If you have a Healer's Kit, you can expend one use of it and tend*

to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

- **Healing Rerolls.** Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.
- **Lay on Hands.** Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level. As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool. You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.
- **Weapon Mastery (Longsword, Javelin).** Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Halberds and Flails.
- **Fighting Style (Protection).** When a creature you can see attacks a target other than you that is within 5 feet of you, you can take a Reaction to interpose your Shield if you're holding one. You impose Disadvantage on the triggering attack roll and all other attack rolls against the target until the start of your next turn if you remain within 5 feet of the target.
- **Paladin's Smite.** You always have the Divine Smite spell prepared. In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.
-

—ACTIONS—

- Longsword. +5, 1d8+3 Slashing, Versatile (1d10), **Sap**
- Javelin (6) +5, 1d6+3 Piercing, Thrown (20/60), **Slow**
- **Lay on Hands.** As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool (5 x Paladin Level). You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.
- **Battle Medic.** If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains

a number of Hit Points equal to the roll plus your Proficiency Bonus.



Equipment

Equipment

- Noble
 - Dragonchess Set
 - Fine Clothes
 - Perfume
- Chain Mail
- Shield
- Longsword
- 6 Javelins
- Holy Symbol
- Priest's Pack
 - Backpack
 - Blanket
 - Holy Water
 - Lamp
 - 7 days of Rations,
 - Robe
 - Tinderbox
- Healer's Kit
- 7 Oil Flask
- Waterskin



Spellcasting

Spellcasting. DC 13, +5 to hit

1st level (2 slots): *Divine Smite**, *Divine Favor*, *Searing Smite*, *Shield of Faith*

2nd level (## slots): *spell*, *spell*

3rd level (## slots): *spell*, *spell*

4th level (## slots): *spell*, *spell*

5th level (## slots): *spell*, *spell*

6th level (## slots): *spell*, *spell*

7th level (## slots): *spell*, *spell*

8th level (## slots): *spell*, *spell*

9th level (## slots): *spell*, *spell*

Bollywag

Alair

Oohra-maz - Elf

Small Handsaw

Arena

