



# SERTEN

Paladin 8 (Oath of Devotion)  
CLASS & LEVEL  
Human  
RACE

35,360  
EXPERIENCE POINTS  
Knight  
BACKGROUND

Ernie Gygax  
PLAYER NAME  
Greyhawk  
CAMPAIGN or PLAYER ID

STR  
**+5**  
20

**+3** PROFICIENCY BONUS



ARMOR CLASS (AC)  
**18**



INITIATIVE  
**-1**



SPEED  
**30 ft.**

DEX  
**-1**  
9

**SAVING THROWS**  
+5 Strength Saves  
-1 Dexterity Saves  
+2 Constitution Saves  
+0 Intelligence Saves  
+4 Wisdom Saves \*  
+5 Charisma Saves \*  
\* Prof. bonus added



HIT POINTS  
**68**

HIT DICE  
**8d10**

DEATH SAVES: Success O O O Fail O O O

CON  
**+2**  
14

**SKILLS**  
-1 Acrobatics (Dex)  
+1 Animal Handling (Wis)  
+0 Arcana (Int)  
+8 Athletics (Str) \*  
+2 Deception (Cha)  
+3 History (Int) \*  
+4 Insight (Wis) \*  
+2 Intimidation (Cha)  
+0 Investigation (Int)  
+1 Medicine (Wis)  
+0 Nature (Int)  
+1 Perception (Wis)  
+2 Performance (Cha)  
+5 Persuasion (Cha) \*  
+0 Religion (Int)  
-1 Sleight of Hand (Dex)  
-1 Stealth (Dex) (Disadv.)  
+1 Survival (Wis)  
\* Prof. bonus added

**WEAPON & UNARMED ATTACKS**  
Extra Attack. When making an Attack action, you may make two attacks rather than one.

**Battleaxe.** Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 1d8+5 slashing damage. (If used two-handed in melee, does 1d10+5 damage.)

**Javelin.** Melee Weapon Attack: +8 to hit, reach 5 ft. Hit: 1d6+5 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

INT  
**+0**  
11

WIS  
**+1**  
13

CHA  
**+2**  
15

**11** PASSIVE WISDOM (PERCEPTION)

**MAGIC & SPECIAL ATTACKS**  
Fighting Style: Protection. Use reaction with shield to cause disadvantage on attack against target in 5 feet.

**EQUIPMENT & TREASURE**  
Carried Gear (PHB, p. 143): chain mail armor (AC 16), shield (AC +2), battleaxe, five (5) javelins, set of fine clothes, noble house's or faith's banner, writ of service, a purse. (This load is about 142 lbs.; add 1 lb. per 50 coins carried.)  
Magic Items (DMG p. 135)  
• 2 potions of healing (2d4+2 hp)  
(a) Item attuned to character.

Coins & Gems: 661 gold pieces (gp); 17 silver pieces (sp); 17 copper pieces (cp); 4 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Lawful Good.** I do what's right as expected by society to promote order and compassion for all.

- Knight Background [PHB p. 136]**
- **Feature:** Retainers.
  - **Traits:** Gave up life as acolyte. Impatient attitude.
  - **Ideal:** My liege, right or wrong.
  - **Bond:** Has fans among commoners.
  - **Flaw:** Ruthless toward enemies.

- Human Traits [PHB p. 29]**
- Age: 26 years old
  - Medium Size (6' 2", 200 lbs.)

- Paladin Class Features [PHB p. 82]**
- Divine Sense (sense good, evil 1 / day)
  - Lay On Hands (heal 40 h.p. betw. long rests)
  - Divine Smite (use 1st level spell slot for +2d8 radiant damage, 2nd level slot for +3d8)
  - Channel Divinity (+2 attack with weapon or turn away undead)
  - Divine Health (immune to disease)
  - Aura of Protection (allies in 10 feet get +2 on saves)
  - Extra Attack (2/attack)
  - Aura of Devotion (allies in 10 feet cannot be charmed)

## Spellcasting [PHB p. 201]

**Spell Attack Modifier +5**  
**Spell Save DC 13**

- Cantrips Known:** No Paladin cantrips
- Prepared Spells**  
1st Level (4 slots): *Cure Wounds*, *Wrathful Smite*, *Bless*, *Compelled Duel*  
2nd Level (3 slots): *Branding Smite*, *Find Steed*

## PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, heavy armor, shields  
**Weapons:** simple weapons, martial weapons  
**Tools:** one type of gaming kit  
**Saving Throws:** Wisdom, Charisma  
**Skills:** Athletics, History, Insight, Persuasion  
**Languages:** Common, Draconic, Sylvan

## ENCUMBRANCE

**Lifting & Carrying:** 300 lbs. max. carrying capacity; 600 lbs. pushing or dragging (speed -5 ft.); 600 lbs. max. lift.