

**Farondan Masarkus**

CHARACTER NAME

Paladin/Oath of Devotion 5

CLASS & LEVEL

Half-Orc

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

**20**

+5

DEXTERITY

**10**

0

CONSTITUTION

**15**

+2

INTELLIGENCE

**8**

-1

WISDOM

**12**

+1

CHARISMA

**17**

+3

INSPIRATION

+3

PROFICIENCY BONUS

- +5 Strength
- 0 Dexterity
- +2 Constitution
- 1 Intelligence
- +4 Wisdom
- +6 Charisma

SAVING THROWS

- 0 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +8 Athletics (Str)
- +3 Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- +6 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +1 Perception (Wis)
- +3 Performance (Cha)
- +6 Persuasion (Cha)
- +2 Religion (Int)
- 0 Sleight of Hand (Dex)
- 0 Stealth (Dex)
- +4 Survival (Wis)

SKILLS

11

PASSIVE WISDOM (PERCEPTION)

**Languages.**Orc, Common, Giant

**Weapon**Simple, Martial

**Armor.**Light, Medium, Heavy, Shields

**Tools.** See the Players Handbook for details.

OTHER PROFICIENCIES & LANGUAGES

**19**

ARMOR CLASS

**0**

INITIATIVE

**30**

SPEED

Hit Point Maximum **41**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Halberd	+8	1d10 +5 slashing
Spear	+8	1d6 +5 piercing
Maul	+8	2d6 +5 bludgeoning

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

You feel far more comfortable around animals than people.

PERSONALITY TRAITS

You are driven to earn glory in battle.

IDEALS

You have sworn to bring terrible wrath down on evildoers.

BONDS

Violence is your answer to almost any challenge.

FLAWS

. See the Players Handbook for details.

**Fighting Style: Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Divine Sense.** The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. 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 (the vampire Count Strahd von Zarovich, for instance). 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 a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

**Lay on Hands.** Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

**Divine Health.** By 3rd level, the divine magic flowing through you makes you immune to disease.

FEATURES & TRAITS



# Farondan Masarkus

CHARACTER NAME

33 years

AGE

6'1"

HEIGHT

150 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Fury and resentment lie always just below the surface of your gleaming armor. For each wrong done you, you have sworn vengeance against those who would bring misery to the helpless. You are used to traveling on your own, meting out punishment on your terms wherever you find injustice. But recently you discovered others much like yourself, wanderers who fight monsters and defeat evildoers. True, they seem to be in it mostly for the money, but you welcome the companionship for however long it lasts. You are an exile, unwelcome in both civilized society and the savage tribes of your parentage. Born after an orc raid, you were abandoned at a nearby temple and raised by the acolytes within. Despite the peaceful nature of their worship, your innate anger and resentment led you to the path of the war god. Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth. Faction. You are a member of the Order of the Gauntlet, an organization dedicated to smiting evil wherever it lurks and without hesitation.

CHARACTER BACKSTORY

**Divine Smite.** Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 32 higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

**Extra Attack.** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**Channel Divinity.** When you take this oath at 3rd level, you gain the following two Channel Divinity options. Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends. Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ADDITIONAL FEATURES & TRAITS

TREASURE

