

Cainen Szilard



5th Edition SRD

Tiefling paladin 4 - CR 1/2

Lawful Good; Atheist; Background: **Noble**; Height: **5' 6"**;
Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	17	+3	+3
DEX DEXTERITY	12	+1	+1
CON CONSTITUTION	13	+1	+1
INT INTELLIGENCE	9	-1	-1
WIS WISDOM	10	0	+2
CHA CHARISMA	16	+3	+5

AC 16	Initiative +1	Speed 30 ft
Proficiency +2	Inspiration	
HP 32	HD 4d10	Death Saves
Damage / Current HP	HD Used	Success/Fail
Number of Attacks 1		

Crossbow, heavy

Ranged, both hands: **+3**, Rng: 100 ft./400 ft.
1d10+1 piercing Piercing,
Ammunition, Heavy,
Loading, Two-
Handed

Halberd

Both hands: **+8**, **1d10+3** Slashing, Heavy,
slashing Reach, Two-
Handed

Maul

Both hands: **+5**, **2d6+3** Bludgeoning,
bludgeoning Heavy, Two-Handed

Half plate

+5 Stealth Disadvantage

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+1	DEX (1)	-	
Animal Handling	+0	WIS (0)	-	
Arcana	-1	INT (-1)	-	
Athletics	+3	STR (3)	-	
Deception	+3	CHA (3)	-	
History	+1	INT (-1)	+2	
Insight	+0	WIS (0)	-	
Intimidation	+5	CHA (3)	+2	
Investigation	-1	INT (-1)	-	
Medicine	+2	WIS (0)	+2	
Nature	-1	INT (-1)	-	
Perception	+0	WIS (0)	-	
Performance	+3	CHA (3)	-	
Persuasion	+5	CHA (3)	+2	
Religion	-1	INT (-1)	-	
Sleight of Hand	+1	DEX (1)	-	
Stealth	+1	DEX (1)	-	
Survival	+0	WIS (0)	-	

Passive Perception: 10

Other Proficiencies:

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Damage Resistances fire

Condition Immunities diseased

Special Abilities

Channel Divinity: Sacred Weapon (Halberd)

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).

Channel Divinity: Turn the Unholy (DC 13)

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

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of

Divine Sense (4/long rest)

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

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

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the

Gear

**Total Weight Carried: 74/255 lbs.,
(Maximum: 255 lbs)**

Crossbow, heavy	18 lbs
Halberd	6 lbs
Half plate	40 lbs
Maul	10 lbs

Special Abilities

Lay on Hands (20 damage)

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.

Position of Privilege

Describe the benefit for your custom background.

Racial Spells

Thaumaturgy (At will)

Tracked Resources

Channel Divinity (1/short rest)	<input type="checkbox"/>
Divine Sense (4/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Lay on Hands (20 damage)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Infernal

Spell Slots

1st level

Spells & Powers

Paladin spells memorized (CL 2nd)

Spell Save DC 13 Spell Attack +5

1st—*command, cure wounds, divine favor, heroism, protection from evil and good, sanctuary*

Experience & Wealth

Experience Points: **2700/6500**

Current Cash: **You have no money!**

Role Playing