



NAMN:

KLASSE:

# Vai Morrer

# Paladin (Level 2) (Human)

**19****+4**

STRENGTH

**15****+2**

DEXTERITY

**15****+2**

CONSTITUTION

**11****+0**

INTELLIGENCE

**11****+0**

WISDOM

**16****+3**

CHARISMA

**SKILLS / FERDIGHEITER**

|                 |    |
|-----------------|----|
| ACROBATICS      | +2 |
| ANIMAL HANDLING | +0 |
| ARCANA          | +0 |
| ATHLETICS       | +4 |
| DECEPTION       | +3 |
| HISTORY         | +0 |
| INSIGHT         | +0 |
| INTIMIDATION    | +3 |
| INVESTIGATION   | +2 |
| MEDICINE        | +2 |
| NATURE          | +0 |
| PERCEPTION      | +0 |
| PERFORMANCE     | +3 |
| PERSUASION      | +5 |
| RELIGION        | +2 |
| SLEIGHT OF HAND | +2 |
| STEALTH         | +2 |
| SURVIVAL        | +0 |

**SAVING THROWS**

|              |    |
|--------------|----|
| STRENGTH     | +4 |
| DEXTERITY    | +2 |
| CONSTITUTION | +2 |
| INTELLIGENCE | +0 |
| WISDOM       | +2 |
| CHARISMA     | +5 |

MAX HIT POINTS / HP

HIT DICE

ARMOR CLASS / AC

**1d10+**  
**2**

INITIATIVE

**+2**

SPEED

**30**  
FEET

DEATH SAVES:

SUCCESSSES: ○ ○ ○

FAILURES: ○ ○ ○

**ACTIONS:****SPECIAL:**

Lay on Hands Pool

You have a pool of healing power that can restore 10 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

**EQUIPMENT:**

Chain Mail (som gir AC 16 ved bruk, men også DISADVANTAGE på STEALTH), teppe, stearinlys, røykelse, vannskinn, tennstål.

**VÅPEN:**

| NAMN:                    | HIT (d20+): | SKADE: |
|--------------------------|-------------|--------|
| DAGGER                   | +6          | 1d4+4  |
| SHORTSWORD               | +6          | 1d6+4  |
| SLAG/SPARK ETC           | +6          | 5      |
| SJÅ SPELLS PÅ NESTE SIDE |             |        |

## VAI MORRER SPELLS:

**Spells:** Bless - Command - Cure Wounds **Spell slots:**    
**Spell attack:** +5 **Spell save DC:** 13

### BLESS

*1st level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to three creatures of your choice **within range**

**Components:** V S M (A sprinkling of holy water)

**Duration:** Concentration, Up to 1 minute

**Classes:** Cleric, Paladin

You bless up to three creatures of your choice **within range**. Whenever a target **makes an attack roll** or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

### COMMAND

*1st level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature you can see **within range**

**Components:** V

**Duration:** 1 round

**Classes:** Cleric, Paladin

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. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. 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 falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

### CURE WOUNDS

*1st level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S

**Duration:** Instantaneous

**Classes:** Artificer, Bard, Cleric, Druid, Paladin, Ranger

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on undead or constructs.



