DUNGEONS & DRAGONS®

Adolf Hitler

CHARACTER NAME

Paladin/Oath of Devotion 5	Noble	g0m
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human/Aryan	Lawful Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	17 (+3)
DEXTERITY	11 (0)
CONSTITUTION	13 (+1)
INTELLIGENCE	15 (+2)
WISDOM	17 (+3)
CHARISMA	17 (+3)

INSPIRATION

+3 PROFICIENCY BONUS

○	+3	Strength
○	0	Dexterity
○	+1	Constitution
○	+2	Intelligence
✱	+6	Wisdom
✱	+6	Charisma

SAVING THROWS

○	0	Acrobatics (Dex)
○	+3	Animal Handling (Wis)
○	+2	Arcana (Int)
○	+3	Athletics (Str)
○	+3	Deception (Cha)
✱	+5	History (Int)
✱	+6	Insight (Wis)
✱	+6	Intimidation (Cha)
○	+2	Investigation (Int)
○	+3	Medicine (Wis)
○	+2	Nature (Int)
○	+3	Perception (Wis)
○	+3	Performance (Cha)
✱	+6	Persuasion (Cha)
○	+2	Religion (Int)
○	0	Sleight of Hand (Dex)
○	0	Stealth (Dex)
○	+3	Survival (Wis)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

Languages. Deep speech, Common

Weapon Simple, Martial, Net, Unarmed strike, Mace, Sling, Maul

Armor. Light, Medium, Heavy, Shields

Tools. Disguise kit, Painters tools, Land

OTHER PROFICIENCIES & LANGUAGES

11 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Maul	+6	2d6 +3 bludgeoning
Sling	+3	1d4 bludgeoning

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses. The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)

IDEALS

The common folk must see me as a hero of the people.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

Fighting Style: 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 two-handed or versatile property for you to gain this benefit.

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 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.

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

FEATURES & TRAITS

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Adolf Hitler

CHARACTER NAME

56 years	1.75m	72 kg
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Adolf Hitler was a German politician who was best known for leading the German Nazi party until his death in 1945. Curiously, though, despite reports of his death spreading round the world, his body was never found...

CHARACTER BACKSTORY

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

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Paladin

SPELLCASTING CLASS

Cha	14	+6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 4

PREPARED | SPELL | DAILY | USE

- Detect Evil and Good

2 2

- Zone of Truth

3

4

5

6

7

8

9

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