

Martyr overview

HIT POINTS

Hit Dice: 1d12 per martyr level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per martyr level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) scale mail or (b) chain mail (if proficient)
- (a) a light crossbow and 20 bolts, or (b) any simple weapon
- (a) a priest’s pack or (b) an explorer’s pack
- A holy symbol

The Martyr				
Level	Proficiency bonus	Features	Max spell Level	Spell uses
1	+2	Mortal burden , Ordained Death	-	-

2	+2	Spellcasting, Sainted Reprisal, Mark of the Herald	1st	2
3	+2	Divine Healing, Torment	1st	3
4	+2	Ability Score Improvement	1st	3
5	+3	Extra Attack	2nd	6
6	+3	Mortal Burden feature	2nd	6
7	+3	Respite	2nd	7
8	+3	Ability Score Improvement	2nd	7
9	+4		3rd	9
10	+4	Undying Conviction	3rd	9
11	+4	Torment improvement	3rd	10
12	+4	Ability Score Improvement	3rd	10
13	+5		4th	11
14	+5	Mortal Burden feature	4th	11
15	+5	March Unto Destiny	4th	12
16	+5	Ability Score Improvement	4th	12
17	+6		5th	14

18	+6	Mortal Burden feature	5th	14
19	+6	Ability Score Improvement	5th	15
20	+6	Final Martyrdom	5th	15

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