Character Name

Medium humanoid (Turami human), Oath of Devotion, lawful good

Armor Class 20 (plate, shield)
Hit Points 84 (Hit Dice 10d10)
Speed 30 ft.

- STR 16 (+3)
- DEX 9 (–1)
- CON 14 (+2)
- INT 11 (+0)
- WIS 14 (+2)
- CHA 18 (+4)

Proficiencies (+4 proficiency bonus)
- Saving Throws Wis +6, Cha +8
- Skills History +5, Medicine +6, Persuasion +8, Religion +5
- Tools dragonchess set
- Armor all armor, shields
- Weapons simple weapons, martial weapons
- Immunities disease
- Senses passive (Perception) 12
- Languages Common, Dwarvish, Elvish

Actions

- Attack. You can attack twice when you take this action, using the following:
  - Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +4 bonus to the saving throw. You must be conscious to grant this bonus.
  - Divine Sense (5; Recharges after a Long Rest). As an action, you can open your awareness to sense strong evil and powerful good. 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 of any being whose presence you sense, but not its identity. 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.
  - Lay on Hands. You have a pool of healing power, with which you can restore up to 50 hit points. This pool replenishes after you finish a long rest.
    - 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.
  - Channel Divinity (Recharges after a Short or Long Rest). You can use one of the following options:
    - Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy. For 1 minute, you add a +4 bonus to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 10 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

Background (Noble)

You were born the eighth child of a minor noble family. You are accustomed to privilege and the comforts that come with it, but recognizing that you will never inherit, you set out as a youth to find your own path.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people are inclined to think you are a member of the same social sphere. You can secure an audience with a local noble if you need to.

Faction. You belong to the Lords’ Alliance, whose members ensure the safety and prosperity of civilized folk by standing united against the forces that threaten civilization.

Personality Trait. You are convinced that the common folk love you for your kindness and generosity.

Ideal. It is your duty to protect and care for those beneath you.

Bond. Your loyalty to your sovereign is unswerving.

Flaw. You have an insatiable desire for carnal pleasures.

Paladin Features

Aura of Courage. You and friendly creatures within 10 feet of you can’t be frightened while you are conscious.

Aura of Devotion. You and friendly creatures within 10 feet of you can’t be charmed while you are conscious.
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. Each fiend or undead that can see or hear you within 30 feet of you must make a DC 16 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.

**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.

**Spellcasting.** Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

**Spell save DC:** 16
**Spell attack modifier:** +8

**Spells Prepared:**
- 1st level (4 slots): *bless*, *compelled duel*, *heroism*, *protection from evil and good*, *searing smite*, *sanctuary*
- 2nd level (3 slots): *blinding smite*, *find steed*, *lesser restoration*, *zone of truth*
- 3rd level (2 slots): *aura of vitality*, *beacon of hope*, *dispel magic*

**Equipment**

Longsword, javelins (5), lance, plate armor, shield, explorer’s pack, bell, dragonchess set, engraved tankard, signet ring, sealing wax, scroll of pedigree, holy symbol (serves as a focus for paladin spells), fine clothes, traveler’s clothes, military saddle, perfume, soap (2), waterskin with fine wine, healer’s kit, holy water, belt pouch.

---

**Warhorse (Mount)**

*Large celestial, unaligned*

**Armor Class:** 11
**Hit Points:** 19 (3d10 + 3)
**Speed:** 60 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>6 (−2)</td>
<td>12 (+1)</td>
<td>7 (−2)</td>
</tr>
</tbody>
</table>

**Senses:** passive Perception 11
**Languages:** —

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Actions**

**Hooves.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.