“No thanks are necessary. I am but a humble servant of the gods. Well, perhaps just one drink.”

You follow the path of righteousness, and everyone knows it. Your family built chapels to the gods of light and life throughout their lands, and you spread the good word as you travel.

You move in the highest circles of the ruling classes and among the simple folk, bringing salvation wherever you go. You vigorously proclaim the virtues of an honorable life, though sometimes your audience doesn’t seem to share your enthusiasm. But you’re no stick-in-the-mud, and you enjoy the worldly rewards for a job well done.

**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 assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as 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**

**Divine Sense (3; 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.

**Divine Sense.** Paladin feature

**Lay on Hands.** You have a pool of healing power, with which you can restore up to 10 hit points. This pool replenishes after you finish a long rest.

**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.

**Spells Prepared:** 1st level (2 slots): bless, heroism

**Equipment**

Longsword, javelins (5), chain mail, shield, explorer’s pack, belt pouch, holy water, holy symbol (serves as a focus for paladin spells), fine clothes, traveler’s clothes, perfume, soap (2), waterskin with common wine, healer’s kit, holy water, belt pouch.