

HUMAN PALADIN 5



"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 (4; 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.

CHARACTER NAME

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

Armor Class 19 (splint mail, shield)

Hit Points 44 (Hit Dice 5d10)

Speed 30 ft.

STR	DEX	CON
16 (+3)	9 (-1)	14 (+2)

INT	WIS	CHA
11 (+1)	14 (+2)	16 (+3)

Proficiencies (+3 proficiency bonus)

Saving Throws Wis +5, Cha +6

Skills History +4, Medicine +5,

Persuasion +6, Religion +4

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:

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Lance (Mounted). *Melee Weapon*

Attack: +6 to hit, reach 10 ft.

(disadvantage within 5 ft.),

one target.

Hit: 1d12 + 3 piercing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 3 piercing damage.

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

Sacred Weapon. Paladin feature

Spellcasting. Paladin feature

Turn the Unholy. Paladin feature

OPTIONS

Divine Smite. Paladin feature

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 +3 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.

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.

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.

You can use this feature a number of times equal to 1 + your Charisma modifier.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend).

Lay on Hands. You have a pool of healing power, with which you can restore up to 25 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.

Each fiend or undead that can see or hear you within 30 feet of you must make a DC 14 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: 14

Spell attack modifier: +6

Spells Prepared:

1st level (4 slots): *bless, compelled duel, heroism, protection from evil and good, sanctuary*

2nd level (2 slots): *find steed, lesser restoration, zone of truth*

EQUIPMENT

Longsword, javelins (5), lance, splint mail, 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.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

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.