The common folk make every effort to accommodate you and avoid your displeasure, and other people of high society, and people assume you are welcome in noble birth, people are inclined to think the best of you. You are welcome in the highest circles of the social sphere. You can secure an audience with a local noble if you need to.

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

Aura of Devotion. You are friendly creatures within 10 feet of you can't be charmed while you are conscious.

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.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d8 + 3 piercing damage.

Lance (Mounted). Melee Weapon Attack: +7 to hit, reach 10 ft. (disadvantage within 5 ft.), one target. Hit: 1d12 + 3 piercing damage.

Javelin. Ranged Weapon Attack: +7 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

Aura of Devotion. Paladin feature

Aura of Protection. Paladin feature

Divine Smite. Paladin feature

Reactions

Protection. Paladin feature
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.

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): 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.

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.

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