

HALF-ELF PALADIN

1st-Level Medium Half-Elf Paladin

Armor Class 18 (chain mail and shield)

Hit Points 12 (1d10 Hit Die)

Proficiency Bonus +1

Speed 30 ft. (25 ft. in chain mail)

Alignment lawful good

Languages Common, Elvish, Infernal

ABILITY SCORES

Strength	17	(+3)
Dexterity	8	(-1); disadvantage on Stealth*
Constitution	14	(+2); add proficiency bonus to saves
Intelligence	10	(+0)
Wisdom	12	(+1)
Charisma	14	(+2); add proficiency bonus to saves

*Only while wearing chain mail.

ATTACKS

Melee Attack: Long sword (+4 to hit; 1d8 + 3 slashing)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +4 to hit; 1d6 + 3 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, History, Performance, Persuasion

EQUIPMENT

Chainmail, shield, long sword, javelins (4), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, fine clothes, flute, hempen rope (50 ft.), holy symbol, ink, paper (5 sheets), rations (4 days), tome (holy teachings), traveler's clothes, waterskin, 6 gp, 9 sp, and 8 cp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Class Features

Divine Sense. As an action, you open your awareness to the divine. Until the end of your next turn, you know the location of any celestial, fiend, or undead creature within 50 feet of you, regardless of any intervening obstacles. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level times 5.

As an action, you can touch a creature and draw power from the pool to restore any 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 or constructs.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Constitution and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Background: Minstrel

You wander the land performing music, telling tales, and entertaining audiences with your talents.

Noted Performer. You can always find a place to perform, usually in an inn or tavern. At such a place, you receive free lodging and food as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Proficiencies. You have proficiency with the disguise kit and flutes, so you add your proficiency bonus to ability checks you make using them.