

HALF-ELF PALADIN

7th-Level Medium Half-Elf Paladin

Armor Class 20 (chain mail and shield)

Hit Points 60 (7d10 Hit Die)

Proficiency Bonus +3

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

Alignment lawful good

Languages Common, Elvish, Infernal

ABILITY SCORES

Strength	19	(+4)
Dexterity	10	(0); 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 (+7 to hit; 1d8 + 4 slashing)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +7 to hit; 1d6 + 4 piercing)

Spell Saving Throw DC 13 (10 without holy symbol)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, History, Performance, Persuasion

PREPARED SPELLS

Bless, cure wounds, lesser restoration, magic weapon, protection from evil, sanctuary, shield of faith, zone of truth

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

Channel Divinity. You have the ability to channel divine energy directly from your deity, using that energy to fuel magical effects.

When you use your Channel Divinity, you choose which effect to create. You must then complete a short rest or a long rest to use your Channel Divinity again.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (a minimum bonus of +1), and the weapon emits bright light in a 20-foot radius and dim light 20 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 Undead. As an action, you present your holy symbol and speak a prayer censuring undead, using your Channel Divinity. Each undead creature within 25 feet of you must make a Wisdom saving throw, unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your paladin level multiplied by 3, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Divine Health. The divine magic flowing through you makes you immune to disease.

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.

Divine Smite. When you hit a creature with a weapon attack, you can expend one paladin spell slot to smite, dealing extra damage. The extra damage is 2d8 radiant for a 1st-level spell, plus 1d8 radiant for each spell level higher than 1st. If the creature is undead or a fiend, the damage increases by 1d8.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC (already included).

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.

Paladin Oath. Your paladin oath is oath of devotion. This grants you certain benefits as you level.

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.

Spellcasting

You have learned to draw on divine magic through prayer, as a cleric does, to cast spells a certain number of times per day.

Spells per Day. Your paladin level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2
Spell Slots	4	3

Spell Known. Whenever you complete a long rest, you prepare the list of paladin spells that you can cast. Your list can contain a number of paladin spells equal to 1 + half your paladin level, and the spells can be of any spell level that is available to you (currently 2nd). This character already has a list of prepared spells (see below), but you can alter the list each day, choosing from among the spells on the paladin list that are available to you (see the “Spells” document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each paladin spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Charisma is your magic ability for your paladin spells. The saving throw DC to resist one of your spells equals 8 + your Charisma modifier. If you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell’s saving throw DC and to any attack roll you make for the spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

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.

Spells

You have the following spells available.

Bless

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects.

Remove Blindness or Deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease: If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Magic Weapon

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Duration: 4 hours

Choose a nonmagical weapon within range. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. If you use a spell slot of 6th level or higher, the bonus increases to +3.

Protection from Evil

1st-level abjuration

Casting Time: 1 action

Range: touch

Duration: 10 minutes

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fey, fiends, and undead.

The protection grants several benefits: Evil creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Material Components: Holy water or powdered silver and iron sprinkled over and around the target

Sanctuary

1st-level abjuration

Casting Time: Swift

Range: 25 feet

Duration: 1 minute

You ward a creature within range against enemy attacks. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects an enemy creature, this spell ends early.

Shield of Faith

1st-level abjuration

Casting Time: Swift

Range: 50 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

Zone of Truth

2nd-level enchantment

Casting Time: 1 action

Range: 50 feet

Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.