

Paladin 3 - Providence Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

16

+3

DEXTERITY

11

-

CONSTITUTION

14

+2

INTELLIGENCE

11

-

WISDOM

11

-

CHARISMA

15

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ - Dexterity
- ☐ +2 Constitution
- ☐ - Intelligence
- ☒ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ - Acrobatics (Dex)
- ☐ - Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ - History (Int)
- ☐ - Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ - Medicine (Wis)
- ☐ - Nature (Int)
- ☐ - Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ - Sleight of Hand (Dex)
- ☐ - Stealth (Dex)
- ☐ - Survival (Wis)

SKILLS

17

ARMOR CLASS

-

INITIATIVE

30'

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

gr8sword

+5

2d6 + 3

crossbow*

+2

1d8

*greatsword heavy, two handed

*crossbow light, two hand, loading, range (80/320)

Reroll 1 and 2 on damage die and take new roll.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common, Abyssal

Tools: gaming set

Armor: all, shields

Weapons: simple, martial

OTHER PROFICIENCIES & LANGUAGES

CP

25

greatsword, crossbow, bolts (20), chainmail, shield

SP

EP

fine clothes, signet ring, scroll of pedigree, pouch.

CP

PP

a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' rope, holy symbol

EQUIPMENT

DIVINE SENSE (3)

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. 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. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). 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. When you finish a long rest, you regain all expended uses.

LAY ON HANDS (15 POINTS)

Your blessed touch can heal wounds. 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 × 5.

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.

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.

FIGHTING STYLE

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

OVER

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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.

CHARACTER BACKSTORY

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

DIVINE HEALTH

By 3rd level, the divine magic flowing through you makes you immune to disease.

OATH OF PROVIDENCE

OATH SPELLS

Paladin Level	Spells
3rd	blesse, divine favor
5th	aid, augury
9th	bestow curse, clairvoyance
13th	death ward, divination
17th	commune, legend lore

ADDITIONAL FEATURES & TRAITS

CHANNEL DIVINITY

Predestination.

You can use your Channel Divinity to invoke the divine to smile upon your allies. When one creature within 60 feet of you that you can see makes a saving throw, you can use your reaction to grant the creature advantage on the save, using your Channel Divinity. If the effect allows the creature to take only half damage on a successful save, the creature instead takes no damage on a successful save, and only half as much damage on a failed one.

Kiss of Calamity.

As an action, your Channel Divinity can be used to besiege your enemies with bad luck. Each unfriendly creature that can see or hear you within 30 feet of you must make a Charisma saving throw, gaining disadvantage on all saving throws for 1 minute on a failure. You must be conscious for this feature to have effect.

TREASURE