

Paladin 7 - Providence Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

16

+3

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

11

-

WISDOM

12

+1

CHARISMA

15

+2

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ - Dexterity
- ☐ +2 Constitution
- ☐ - Intelligence
- ☒ +4 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ - Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ - Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ - Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

greatsword*

+6

2d6 + 3

javelin*

+6

1d6 + 3

*greatsword heavy, 2 handed

*javelin thrown (range 30/120)

Reroll 1 or 2 when using a 2 handed melee weapon

Immune to disease

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common, Chultan, Abyssal

Armor: all armor, shield

Weapons: simple/martial

Tools: Gaming set

OTHER PROFICIENCIES & LANGUAGES

CP

65

greatsword, javelins (5), chainmail, shield

SP

fine clothes, signet ring, scroll of pedigree

EP

GP

bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

PP

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 (35 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

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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.

AURA OF PROTECTION

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

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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.

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.

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

OATH OF PROVIDENCE SPELLS

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

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

ADDITIONAL FEATURES & TRAITS

CHANNEL DIVINITY (1)

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.

FAVOR THE BOLD (2)

Beginning at 7th level, your good fortune guides your hand. Once per turn when you miss with an attack, you can choose to hit instead. When you use this feature, the creature takes extra radiant damage equal to your Charisma modifier (minimum of 1). You can use this feature a number of times equal to your Charisma modifier (a minimum of once).

You regain any expended uses when you finish a long rest.

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CHARACTER BACKSTORY

TREASURE



Paladin (prepare 5)

SPELLCASTING CLASS

Charisma

13

+5

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

☐ CURE WOUNDS
 ☐ HEALING WORD
 ☐ SEARING SMITE
 ☐ OATH - BLESS
 ☐ OATH - DIVINE FAVOR

2

LESSER RESTORATION

MAGIC WEAPON

OATH - AID

OATH - AUGURY

3

4

5

6

7

8

9

SPELLS KNOWN