

## Paladin2

CHARACTER NAME

Paladin 8

CLASS & LEVEL

Far Traveler

BACKGROUND

Ben

PLAYER NAME

Protector Aasimar

RACE

Lawful good

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

-1

8

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+2

14

CHARISMA

+3

16

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 54

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

+5

1d6+2/p

Greataxe

+5

1d12+2/s

Armor: Scale mail

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

Elvish, Common, Celestial

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

- All Eyes on You
- Aura of Devotion
- Aura of Protection
- Celestial Resistance
- Channel Divinity (1x/SR)
- Channel Divinity: Sacred Weapon
- Channel Divinity: Turn the Unholy
- Darkvision (60')
- Divine Health
- Divine Sense (4x/LR)
- Divine Smite
- Extra Attack (2x)
- Fighting Style (Select One)
- Healing Hands
- Lay on Hands (40HP/LR)
- Light Bearer
- Radiant Soul

=====  
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



# Paladin 8

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

Light (V,M)

3

0

6

0

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PALADIN

SPELL NAME

- ☒ Bless (V,S,M) (C)
- ☒ Cure Wounds (V,S)
- ☒ Protection From Evil And Good (V,S,M) (C)
- ☒ Sanctuary (V,S,M)

4

0

7

0

8

0

2

3

- ☒ Lesser Restoration (V,S)
- ☒ Magic Weapon (V,S) (C)
- ☒ Zone Of Truth (V,S)

5

0

9

0

SPELLS KNOWN

# Features and Magic Items

## Paladin2

### Subclasses

#### Subclass: Oath of Devotion

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold themselves the perfect servants of good as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

**Tenets of Devotion:** Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

- Honesty. Don't lie or cheat. Let your word be your promise.
- Courage. Never fear to act, though caution is wise.
- Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.
- Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.
- Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

### Features

#### All Eyes on You

**Source:** Background (Far Traveler)

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland.

You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

#### Aura of Devotion

**Source:** Paladin (Oath of Devotion)

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious. At 18th level, the range of this aura increases to 30 feet.

#### Aura of Protection

**Source:** Paladin

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.

At 18th level, the range of this aura increases to 30 feet.

#### Celestial Resistance

**Source:** Race (Aasimar)

You have resistance to necrotic damage and radiant damage.

#### Channel Divinity (1x/SR)

**Source:** Paladin

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

#### Channel Divinity: Sacred Weapon

**Source:** Paladin (Oath of Devotion)

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 (with a minimum bonus of +1). The weapon also 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.

## Channel Divinity: Turn the Unholy

**Source:** Paladin (Oath of Devotion)

As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a 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.

## Darkvision (60')

**Source:** Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Divine Health

**Source:** Paladin

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

## Divine Sense (4x/LR)

**Source:** Paladin

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.

## Divine Smite

**Source:** Paladin

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapons 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.

## Extra Attack (2x)

**Source:** Paladin

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## Fighting Style (Select One)

**Source:** Paladin

Select a Fighting Style by choosing in feature\_choices:  
defense  
dueling  
great-weapon fighting  
protection

## Healing Hands

**Source:** Race (Aasimar)

As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

## Lay on Hands (40HP/LR)

**Source:** Paladin

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 x 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.

## Light Bearer

**Source:** Race (Aasimar)

You know the light cantrip. Charisma is your spellcasting ability for it.

## **Radiant Soul**

**Source:** Race (Protector Aasimar)

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

## **Magic Items**

# Spell Descriptions

## Paladin2

### Light

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, M (a firefly or phosphorescent moss)

**Duration:** 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

### Bless

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sprinkling of holy water)

**Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### Cure Wounds

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

### Protection From Evil And Good

*Abjuration Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (Holy water or powdered silver and iron, which the spell consumes)

**Duration:** Concentration, Up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. 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.

### Sanctuary

*Abjuration Level 1*

**Casting Time:** 1 bonus action

**Range:** 60 ft

**Components:** V, S, M (a small silver mirror)

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

### Lesser Restoration

*Abjuration Level 2*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

### Magic Weapon

*Transmutation Level 2 (concentration)*

**Casting Time:** 1 bonus action

**Range:** 60 ft

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## Zone Of Truth

*Enchantment Level 2*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't 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 can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.