

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Channel Divinity • 1 / Short Rest

Your oath allows you to channel divine energy to fuel magical effects. 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 (DC 13).

Divine Sense • 4 / Long Rest

As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

Lay on Hands Pool • 15 / Long Rest

You have a pool of healing power that can restore 15 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

=== SPECIAL === Divine Smite ACTIONS

11 PASSIVE WISDOM (PERCEPTION)

11 PASSIVE WISDOM (INSIGHT)

12 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

NAME	HIT	DAMAGE/TYPE	NOTES
Longsword	+4	1d8+2 Slashing	Martial, Versatile
Unarmed Strike	+4	3 Bludgeoning	
	PS /		



Paladin 3 realaleguerra
CLASS & LEVEL PLAYER NAME

Half-Elf Custom Background (Milestone)

BACKGROUND EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84

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| 4 / Long Rest • 1 Action

* Lay on Hands • PHB 84

You have a pool of healing power that can restore 15 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

| Lay on Hands Pool: 15 / Long Rest • 1 Action

* Fighting Style • PHB 84

You adopt a style of fighting as your specialty.

* Spellcasting • PHB 84

You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85

When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

| Special

* Divine Health • PHB 85 You are immune to disease.

* Sacred Oath • PHB 85

| Channel Divinity: 1 / Short Rest • 1 Action

=== HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

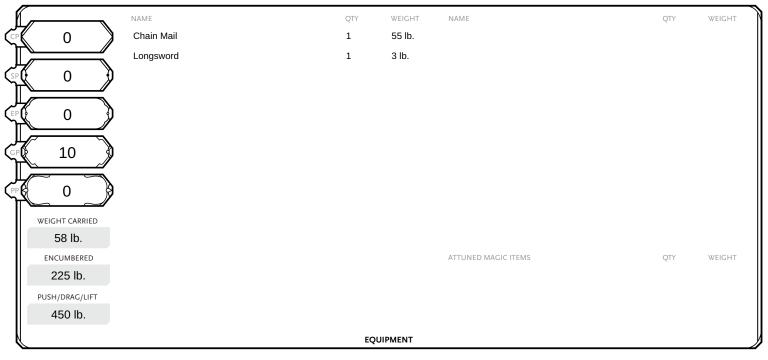
* Fey Ancestry • BR 39

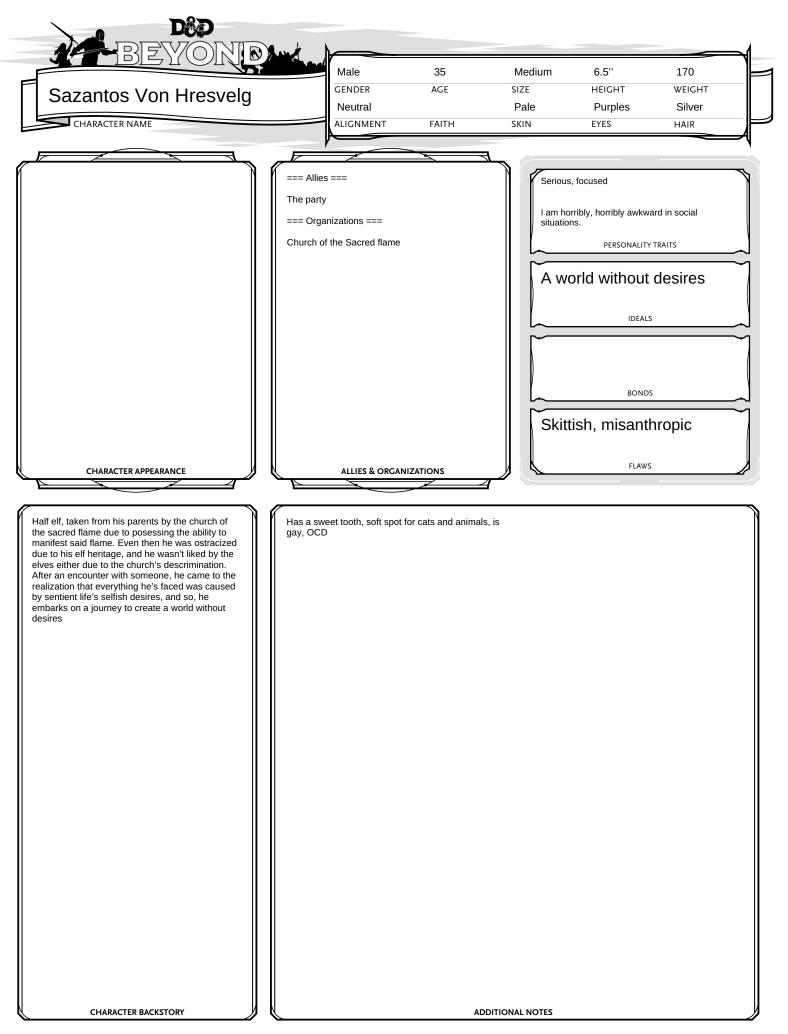
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

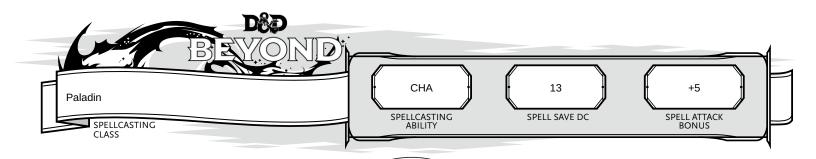
* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

FEATURES & TRAITS







PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	3 Slots OOO							
0	Bless <c></c>	Paladin		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
0	Command	Paladin	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
0	Cure Wounds	Paladin		1A	Touch	V,S	Instantaneous	PHB 230	V/S
0	Detect Evil and Good <c></c>	Paladin		1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
0	Detect Magic <c></c>	Paladin		1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
0	Detect Poison and Disease <c></c>	Paladin		1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
0	Divine Favor <c></c>	Paladin		1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
0	Heroism <c></c>	Paladin		1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
0	Protection from Evil and Good <c></c>	Paladin		1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
0	Purify Food and Drink	Paladin		1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
0	Shield of Faith <c></c>	Paladin		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M