D&D BEYOND

Eclipsion Starfeather

CHARACTER NAME

Paladin 16
CLASS & LEVEL

PLAYER NAME

Aarakocra
RACE

Outlander
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4 (18)
DEXTERITY	+0 (10)
CONSTITUTION	+1 (12)
INTELLIGENCE	-1 (8)
WISDOM	+1 (13)
CHARISMA	+4 (18)

○	+9	Strength
○	+5	Dexterity
○	+6	Constitution
○	+4	Intelligence
⊙	+11	Wisdom
⊙	+14	Charisma

Saving Throw Modifiers

+4 Bonus on saves
+1 Bonus on saves
Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+0	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+9	Athletics	STR
○	+4	Deception	CHA
○	-1	History	INT
Ⓟ	+6	Insight	WIS
○	+4	Intimidation	CHA
○	-1	Investigation	INT
○	+1	Medicine	WIS
○	-1	Nature	INT
○	+1	Perception	WIS
○	+4	Performance	CHA
Ⓟ	+9	Persuasion	CHA
○	-1	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
Ⓟ	+6	Survival	WIS
○			
○			
○			

SKILLS

+0
INITIATIVE

ARMOR
19
CLASS

Resistances - All
Immunities - Disease, Frightened, Critical Hits

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)

SPEED

Max HP: 116
Current HP:
Temp HP: --

HIT POINTS

Total: 16d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Pan Flute

=== LANGUAGES ===
Common, Primordial, Sylvan

PROFICIENCIES & LANGUAGES

=== 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 17).

Cleansing Touch • 4 / Long Rest
You can use your action to end one spell on yourself or on one willing creature that you touch 4 times per long rest.

Divine Sense • 5 / 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 5 times per long rest.

Lay on Hands Pool • 80 / Long Rest
You have a pool of healing power that can restore 80 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Javelin	+9	1d6+4 Piercing	Simple, Thrown, Range (30/120)
Longsword, +2	+11	1d8+6 Slashing	Martial, Versatile
Unarmed Strike	+9	5 Bludgeoning	
Talons	+9	1d6+4 Slashing	

WEAPON ATTACKS & CANTRIPS

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Eclipsion Starfeather

CHARACTER NAME

Paladin 16		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Outlander	
RACE	BACKGROUND	EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84
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 5 times per long rest.

| 5 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 80 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: 80 / Long Rest • 1 Action

* Fighting Style • PHB 84
You adopt a style of fighting as your specialty.

| Defense • PHB
While you are wearing armor, you gain a +1 bonus to AC.

* Spellcasting • PHB 84
You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 17, Spell Attack +9). 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

| Oath of the Ancients

| Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 87
You gain two Channel Divinity options:

Nature's Wrath - As an action, you can cause spectral vines to spring up and reach for a creature within 10 ft. of you that you can see. The creature must succeed on a STR or DEX saving throw (its choice, DC 17) or be restrained. It can repeat the saving throw at the end of each of its turns, freeing itself (the vines disappear) on success.

Turn the Faithless - As an action, you present your holy symbol, and each fey or fiend within 30 ft. of you that can hear you must make a WIS saving throw (DC 17). On failure, the creature is turned for 1 minute or until it takes damage.

| Channel Divinity: Nature's Wrath: 1 Action

| Channel Divinity: Turn the Faithless: 1 Action

* Oath Spells • PHB 87
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* Ability Score Improvement • PHB 85

* Extra Attack • PHB 85
You can attack twice, instead of once, whenever you take the Attack action on your turn.

| Special

* Aura of Protection • PHB 85
While you are conscious, you grant all friendly creatures (including you) within 10 ft. a +4 bonus to all saving throws.

* Aura of Warding • PHB 87
You and friendly creatures within 10 ft. of you have resistance to damage from spells.

* Aura of Courage • PHB 85
While you are conscious, you and friendly creatures within 10 ft. can't be frightened.

* Improved Divine Smite • PHB 85
Whenever you hit with a melee weapon attack, the target takes an extra 1d8 radiant damage.

| Special

* Cleansing Touch • PHB 85
You can use your action to end one spell on yourself or on one willing creature that you touch 4 times per long rest.

| 4 / Long Rest • 1 Action

* Undying Sentinel • PHB 87
Once per long rest, when you are reduced to 0 HP and are not killed outright, you can choose to drop to 1 HP instead. Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	21
PP	27

WEIGHT CARRIED	142.96 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Boots of Elvenkind	1	--
Cloak of Protection	1	--
Gloves of Missile Snaring	1	--
Potion of Climbing	1	--
Ring of Mind Shielding	1	--
Winged Boots	1	--
Adamantine Half Plate	1	40 lb.
Potion of Healing (Greater)	2	1 lb.
Longsword, +2	1	3 lb.
Potion of Watchful Rest	1	--
Amulet of the Devout, +1	1	--
Shield	1	6 lb.
Javelin	5	10 lb.
Backpack	1	5 lb.

NAME	QTY	WEIGHT
Pouch	1	1 lb.
Grappling Hook	1	4 lb.
Healer's Kit	1	3 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Protection	1	--
Winged Boots	1	--
Amulet of the Devout, +1	1	--

EQUIPMENT

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Eclipsion Starfeather

CHARACTER NAME

Paladin 16

CLASS & LEVEL

PLAYER NAME

Aarakocra

RACE

Outlander

BACKGROUND

EXPERIENCE POINTS

| 1 / Long Rest • Special

=== AARAKOCRA RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 6
You are a Humanoid.

* Size • MotM 6
Your size is Medium.

* Speed • MotM 6
Your walking speed is 30 ft.

* Flight • MotM 6
You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons • MotM 6
You have talons that you can use to make unarmed strikes. When you hit with them, you deal 1d6+4 slashing damage.

| 1 Action

* Wind Caller • MotM 6
Once per long rest, you can cast gust of wind without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Charisma •
Charisma is your spellcasting ability for this spell.

=== FEATS ===

* Sentinel • PHB 169
When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke opportunity attacks from you even if they take the Disengage action. When a creature within 5 ft. of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against the attacking creature.

| Sentinel Attack: 1 Reaction

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Eclipsion Starfeather

CHARACTER NAME

Male	25	Medium	5' 5"	90
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Eldath	Grey	Gold	Deep purples
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I feel far more comfortable around animals than people.
I'm driven by a wanderlust that led me away from home.

PERSONALITY TRAITS

Greater Good. It is each person's responsibility to make the most happiness for the whole tribe.

IDEALS

I am the last of my tribe, and it is up to me to ensure their names enter legend.

BONDS

Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the

FLAWS

Eclipsion Starfeather's story begins in the high, secluded aeries of the Nightwing tribe, where he was born under the rare and auspicious sign of a total eclipse. This celestial event, marking the union of day and night, foreshadowed Eclipsion's destiny as a bridge between light and shadow, peace and turmoil. The Nightwings, known for their deep connection to the celestial and the nocturnal, revered the natural world and its deities. Among these, Eldath, the goddess of peace, quiet groves, and still waters, called to Eclipsion, guiding him towards a path of guardianship and reverence for all living things.

Eclipsion's youth was spent learning the ways of his tribe, mastering flight, and exploring the vastness of the sky. Yet, his spirit was restless, driven by a wanderlust that saw him venture far beyond the familiar cliffs of his homeland. Despite the pull of the wide world, his heart remained firmly anchored to his people, a bond that was both his strength and, in time, his greatest trial.

The tranquility of Eclipsion's life and the future he envisioned were shattered when the Shadowed Hand, a cult devoted to Tharizdun, the Chained God of darkness, chaos, and destruction, descended upon the Nightwing tribe. The cultists, driven by dark prophecies and the desire to plunge the world into an eternal night, sought the ancient relics of the Nightwings — artifacts of immense power that were deeply connected to the natural energies of the world. The attack was swift and devastating, leaving the tribe decimated, the sacred relics desecrated or stolen, and the land itself tainted with dark magic.

Returning from a solitary pilgrimage to find his world in ruins, Eclipsion's grief was a tempest of rage and despair. Yet, within this storm of emotion, a fierce resolve took root. He vowed before the desecrated altars of his ancestors and the violated sanctuaries of Eldath to avenge his tribe and cleanse the blight of the Shadowed Hand from the land. This oath marked the beginning of Eclipsion's crusade, a quest that would take him to the darkest corners of the world and the very brink of his own faith.

Eclipsion's journey was a testament to the resilience of the spirit and the power of a vow made in the face of overwhelming darkness. He traveled through corrupted forests, across blighted lands, facing the minions of the Shadowed Hand at every turn. Each battle fought, each site cleansed of its corruption, was a step towards healing the wounds inflicted upon the earth and a tribute to the memory of the Nightwing tribe. Yet, it was not just a physical journey but a spiritual one. Eldath's teachings of mercy, compassion, and the sanctity of all life challenged Eclipsion to look beyond the natural law of survival of the fittest, to find strength in kindness, and to offer protection to even those who seemed beyond redemption.

As Eclipsion's legend grew, so did the tales of his deeds. He became known as a protector of the oppressed, a beacon of hope for those who lived in the shadow of the Shadowed Hand's tyranny. His name, once a symbol of a tragic loss, became synonymous with defiance against darkness and a promise of renewal. Through his actions, Eclipsion sought not only to honor the legacy of his tribe but to forge a new legacy of his own — one of resilience, hope, and an unbreakable commitment to the balance of the natural world.

Determined to recover the stolen relics of his people and to restore the sanctity of the desecrated lands, Eclipsion delved into ancient lore, seeking knowledge and power that could aid him in his quest. He encountered allies and adversaries, forged bonds with creatures of the wild, and faced the darkness within himself. Each challenge overcome, each relic reclaimed, brought him closer to fulfilling his vow to his tribe and to Eldath.

Yet, Eclipsion's journey was not one of vengeance alone but of restoration and healing. He worked to mend the rifts torn in the fabric of the natural world by the cult's corruption, to rekindle the light of hope in places where darkness had taken root. His path was a reflection of the cycle of nature itself — a cycle of death and rebirth, of decay and growth, of night and day.

Eclipsion Starfeather's tale is a saga of a hero's journey, a narrative that spans the breadth of sorrow and joy, darkness and light. It is a story of a vow made in the shadow of an eclipse, a vow that carried him through the darkest nights and into the light of new dawns. As long as the winds carry him and the stars light his path, Eclipsion will continue his vigil, a guardian of the natural world, a defender of the light, and a beacon of hope for all who find themselves lost in the shadow. His legacy, like the eclipse that marked his birth, is a testament to the enduring power of faith, the unyielding strength of the spirit, and the boundless capacity for renewal that lies at the heart of all living things.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Paladin	CHA	18	+10
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Protection from Evil and Good <C>	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
P	Speak with Animals	Paladin (Always Prepared)	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
P	Ensnaring Strike <C>	Paladin (Always Prepared)	STR 18	1BA	Self	V	Concentration, up to 1 minute	PHB 237	D: 1m, V
O	Command	Paladin	WIS 18	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <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
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Compelled Duel <C>	Paladin	WIS 18	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
O	Searing Smite <C>	Paladin	CON 18	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 18	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
O	Wrathful Smite <C>	Paladin	WIS 18	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Ceremony	Paladin	--	1h	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Lesser Restoration	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
P	Misty Step	Paladin (Always Prepared)	--	1BA	Self	V	Instantaneous	PHB 260	V
P	Moonbeam <C>	Paladin (Always Prepared)	CON 18	1A	120 ft./5 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 261	D: 1m, 5 ft. Cylinder, V/S/M
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Locate Object <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Magic Weapon <C>	Paladin	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Paladin	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Zone of Truth	Paladin	CHA 18	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Gust of Wind <C>	Wind Caller	STR 18	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	1/LR, D: 1m, V/S/M
P	Gust of Wind <C>	Wind Caller (Always Prepared)	STR 18	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Aura of Vitality <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 216	D: 1m, 30 ft. Sphere, V
O	Dispel Magic	Paladin	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Revivify	Paladin	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Plant Growth	Paladin (Always Prepared)	--	S	150 ft.	V,S	Instantaneous	PHB 266	V/S
P	Protection from Energy <C>	Paladin (Always Prepared)	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Create Food and Water	Paladin	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Daylight	Paladin	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O	Magic Circle	Paladin	CHA 18	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Remove Curse	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Blinding Smite <C>	Paladin	CON 18	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Crusader's Mantle <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 230	D: 1m, 30 ft. Sphere, V
O	Elemental Weapon <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 237	Special: *, D: 1h, V/S
O	Spirit Shroud <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S

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Paladin

SPELLCASTING CLASS

CHA	18	+10
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 4th LEVEL ===	2 Slots OO							
O	Aura of Life <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Find Greater Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	XGtE 156	V/S
P	Ice Storm	Paladin (Always Prepared)	DEX 18	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
P	Stoneskin <C>	Paladin (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Banishment <C>	Paladin	CHA 18	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Death Ward	Paladin	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Locate Creature <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Aura of Purity <C>	Paladin	--	1A	Self/30 ft. Sphere	V	Concentration, up to 10 minutes	PHB 216	D: 10m, 30 ft. Sphere, V
O	Staggering Smite <C>	Paladin	WIS 18	1BA	Self	V	Concentration, up to 1 minute	PHB 278	D: 1m, V

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