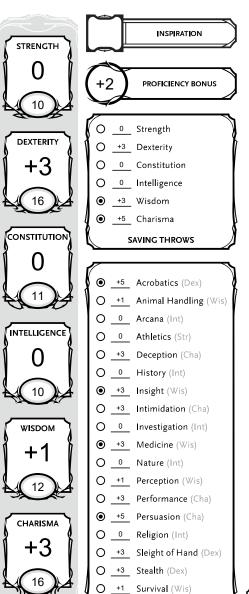
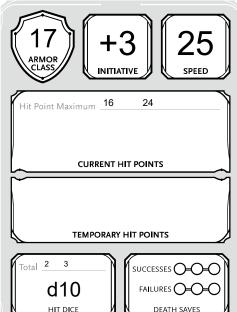
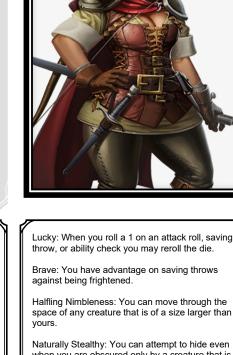
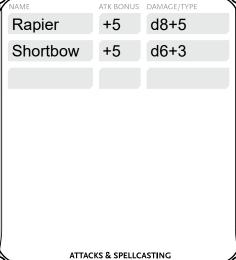


Paladin (Redemption) Folk Hero CLASS & LEVEL BACKGROUND PLAYER NAME Halfling RACE ALIGNMENT **EXPERIENCE POINTS**









throw, or ability check you may reroll the die.

space of any creature that is of a size larger than

Naturally Stealthy: You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

□□□ Divine Sense (Action): 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. Recharges on long rest.

Lay on Hands: You have a pool of hit points equal to 5x your Paladin level. As an action, you can touch a target and transfer any number of these hit points to them. Alternatively, you can spend 5 hit points to cure the target of one disease or poison afflicting it. Recharges on long rest.

Divine Smite: When you hit with a melee weapon attack, you can expend one spell slot to deal an extra 2d8 radiant damage (+1d8 per spell level above 1st)

Divine Health: You are immune to disease.

- ☐ Channel Divinity:
- -- Emissary of Peace: As a bonus action, you grant yourself +5 to Persuasion checks for the next 10
- Rebuke the Violent: Immediately after an attacker within 30ft of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a DC13 Wisdom save. On a failed save, the attacker takes damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

SKILLS

Languages:

- -- Common
- -- Halfling

Explorer's Pack:

Studded Leather Armor

- -- Backpack
- -- Bedroll

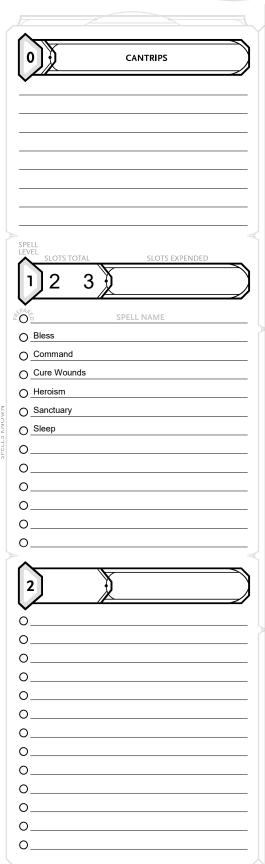
Shield

Rapier

- -- Mess Kit
- -- Tinderbox
- -- 10 torches
- -- 50ft of rope

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES



BLESS

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

Bless up to 3 creatures. Whenever they make an attack roll or saving throw, they can add ${\rm id}_4$

to their d20 roll.

COMMAND

Casting Time: 1 action

Range: 60 feet **Duration:** 1 round

Speak a one-word command to a creature you can see within range. The target must pass a Wisdom saving throw or spend its next turn following your command. The spell fails if the target is undead or if the command is directly

harmful to it.

CURE WOUNDS
Casting Time: 1 action

Range: Touch

Target regains hit points equal to 1d8+your spellcasting ability modifier.

HEROISM

Casting Time: 1 action

Range: Touch

Duration: Concentration, 1 minute

Until the spell ends, one creature you touch is immune to being frightened and gains 3 temporary hit points at the start of each of its

turns.

SANCTUARY

Casting Time: 1 bonus action

Range: 30 feet
Duration: 1 minute

Any creature attacking the target must pass a Wisdom saving throw or choose a different target. If the target attacks, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

SLEEP

Casting Time: 1 action

Range: 90ft

Duration: 1 minute

Choose a point within range and roll 5d8. Creatures within 2oft of the point are put to sleep in ascending order of hit points, until you have affected a total number of hit points

equal to your roll.