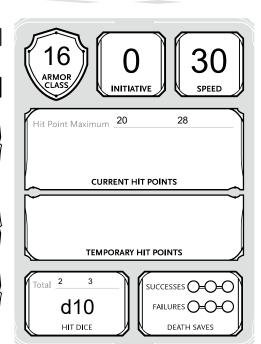


Paladin (Devotion) Noble CLASS & LEVEL BACKGROUND PLAYER NAME Silver Dragonborn **EXPERIENCE POINTS** ALIGNMENT







Greatsword	+5	2d6+3
Javelin	+5	d6+3
	Range	e 30/120
Great Weapon Fighting: Reroll 1's or 2's on damage die with melee weapons.		
☐ Cold Breath (Action): 15ft cone, DC12 Constitution save, 2d6 damage or half as much on a success. Recharges on short rest.		
ATTACKS & SPELLCASTING		



□□□ 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:
- -- Sacred Weapon (Action): For one minute, your sword sheds bright light in a 20ft radius and you add your Charisma modifier to attack rolls with it.
- -- Turn the Unholy (Action): Each fiend or undead within 30ft must make a DC12 Wisdom saving throw or be turned for one minute.

**FEATURES & TRAITS** 



WISDOM

10

CHARISMA

PASSIVE WISDOM (PERCEPTION)

+4 Intimidation (Cha)

O \_+1 Investigation (Int)

+1 Nature (Int) 0 Perception (Wis)

0 Medicine (Wis)

O \_+2\_ Performance (Cha)

• +4 Persuasion (Cha)

+3 Religion (Int)

O \_0 Survival (Wis)

O Sleight of Hand (Dex)

O \_0 Stealth (Dex) (Disadv.)

**SKILLS** 

## Languages:

- -- Common
- -- Draconic

5 javelins Chainmail Explorer's Pack: -- Backpack -- Bedroll -- Mess Kit

-- Tinderbox

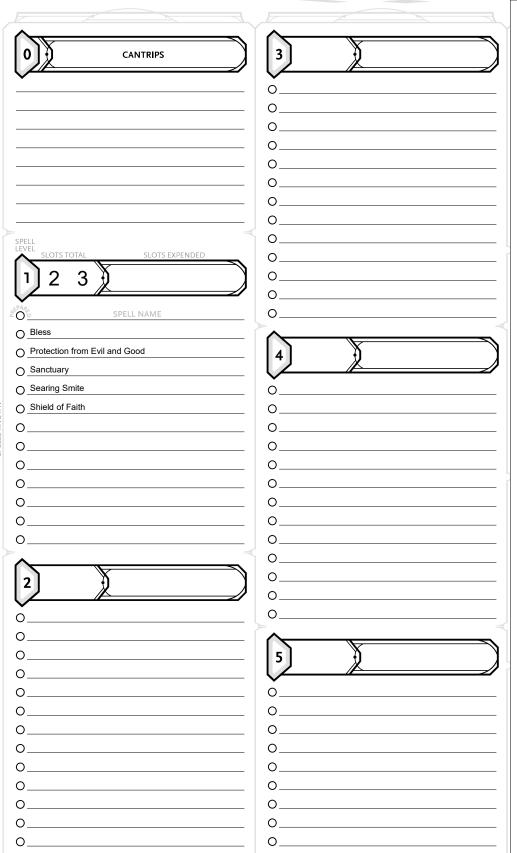
Greatsword

-- 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 1d4

to their d20 roll.

PROTECTION FROM EVIL AND GOOD

Casting Time: 1 action

Range: Touch

**Duration:** Concentration, 10 minutes One creature you touch is protected from aberrations, celestials, elementals, fey, fiends, and undead. Attack rolls from these creatures have disadvantage, and the target cannot be frightened, charmed, or possessed by them.

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.

SEARING SMITE

Casting Time: 1 bonus action

Range: Self

**Duration:** Concentration, I minute
The next time you hit a creature with a melee weapon attack, it deals an extra Id6 fire damage and causes the target to ignite in flames. At the start of each of its turns, the target must make a Constitution saving throw or take Id6 fire damage. The spell ends on a successful save or if the creature or an ally

uses an action to douse the flames.

SHIELD OF FAITH

Casting Time: 1 bonus action

Range: 60 feet

**Duration:** Concentration, 10 minutes One creature of your choice gains +2 AC.