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## 1 Overview

- 11 HP max
- Stats: 16-8-12-15-10-14
- Proficiencies: Athletics, Arcana, Medicine, Survival
- Speed: 40 feet

## 2 Paladin Features

### 2.1 Divine Sense

- 3 (1 + CHA) uses per long rest, **action** to use, 60 foot radius
- Know location and type of any celestial, fiend, or undead within 60 feet that isn't behind total cover
- Doesn't reveal identity
- Detects consecrated or desecrated ground

### 2.2 Lay on Hands

- 5 points (paladin level \* 5) per long rest
- **Action** to use
- Replenish HP, or use 5 points to cure one disease or neutralize one poison.
- Can cure multiple diseases/poisons with one action - each costs 5 points

## 3 Feats

None

## 4 Magic Items

None

## 5 Build Audit

### 5.1 Character Creation

- Stats: Standard array 14-8-12-15-10-13
- Race: Centaur

- +2 STR, +1 CHA
  - Survival proficiency
  - Fey
  - Charge, Hooves, Equine Build
  - Common, Sylvan
- Background: Haunted One
  - Arcana, Investigation proficiencies
  - Orc, Draconic
  - Heart of Darkness

## 5.2 Levels

1. Paladin 1
  - 11 HP (max d10 + CON = 10 + 1)
  - Proficiencies
    - Athletics, Medicine
    - WIS, CHA saves
    - All weapons/armor
  - Equipment
    - Greatsword + shield
    - 5 javelins
    - Priest's pack
    - Chain mail, holy symbol
  - Lay On Hands (5)
  - Divine Sense (3)