Contents

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

2.3 Fighting Style

TODO

2.4 Spellcasting

- 2x 1st-level slots
- As of 6/4/21, 0/3 (CHA + floor[level / 2] = 2 + 1) prepared

2.4.1 Level 1

- 3x TODO

2.5 Divine Smite

- Requires: Hitting a creature with a melee weapon attack
- Expend spell slot to deal extra radiant damage to target
- Adds 2d8 for 1st-level slot; adds additional 1d8 for each additional level (max 5d8 at 4th+ level)
- Target takes additional 1d8 if fiend or undead

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)

2. Paladin 2

- 11 -> 22 HP (d10 + CON = 10 + 1)
- Fighting Style (TODO)
- Spellcasting (3 prepared, TODO)
- Divine Smite