

PEACEKEEPER

CLASS: PALADIN

PLAYSTYLE: DEFENDER

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+3
STRENGTH

-1
DEXTERITY

+3
CONSTITUTION

+0
INTELLIGENCE

+1
WISDOM

+4
CHARISMA

(30 FT.)
-1
INIT

19
AC

/31
HP

SPECIAL

Rebuke the Violent.

As a reaction, when a creature attacks and damages another creature, you may force the attacker to take the damage it dealt as radiant. [30 ft. range (WIS save: 1/2 dmg)].

REACTIONS

Protection. ∞

When an enemy attacks a target within 5 ft. of you, you can make it at disadvantage.

Shield Block. ∞

When you succeed on a DEX save and would take half damage, you may take no damage.

ITEMS

EQUIPMENT:

Main Hand. Hand of Peace.

Off-Hand. Shield.

Armor. Splint Mail.

TOOLS/KITS:

Brewer's Supplies. A large glass jug, hops, a siphon, and long tubing for crafting beer.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d10+3.

BACKPACK:

Diplomat's Pack

- chest
- map/scroll case (2)
- ink, pen, sealing wax, paper (5)
- fine clothes, soap, perfume
- lamp, oil flask (2)

ATTACKS (+5)

Hand of Peace. ∞

Melee, 0 damage. Grapple a creature, reducing its move speed to 0. [STR or DEX contest: free – action to repeat].

Shield Bash. ∞

Melee, 0 damage. Shove a creature 5 ft. away or prone. You may use this as a bonus action if you use hand of peace this turn. [STR or DEX contest: no push/prone].

BONUS ACTIONS

Sanctuary.

Ward an ally, forcing enemies targeting it with harm to choose a new target or lose the action. The effect ends if the warded creature harms an enemy creature. [30 ft. range, lasts 1 min. (WIS save: action unaffected)].

ABILITIES (DC 13)

Lay on Hands.

Heal a creature for 5 hit points or cure them of one poison or disease. Expend any number of uses on a single creature in one action. [Touch range].

FEATURES

Ceremony. At the start of the adventure, choose one of the following:

Coming of age: one ally has a 1d4 bonus to all ability checks

Dedication: one ally has a 1d4 bonus to all saves

Wedding: two allies have +2 AC while within 30 ft. of each other

Heavily Armored. You make DEX checks for stealth with disadvantage.

Pure. You are immune to disease.

Shield Master. While not incapacitated, you have +2 to DEX saves against effects that target only you.

MONEY: Copper: _____ Silver: _____ Gold: 5