

LIGHTBRINGER

CLASS: PALADIN

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+2
STRENGTH

+0
DEXTERITY

+3
CONSTITUTION

-1
INTELLIGENCE

+2
WISDOM

+5
CHARISMA

(30 FT.)
+0
INIT

I9
AC

/3 I
HP

SPECIAL

Radiate.

As an action, you shed burning radiant light in a 10-ft. radius. When you end each turn, all creatures within this light (including you) take 2 radiant. Also, your morningstar attacks deal an additional +3 radiant. [Lasts 1 min.]

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your morningstar.

ITEMS

EQUIPMENT:

Main Hand. Morningstar.

Off-Hand. Shield.

Armor. Splint Mail.

TOOLS/KITS:

Healer's Kit. Bandages, ointments, splints. Can be used to stabilize dying creatures.

Hit Dice.

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

BACKPACK:

Priest's Pack.

- blanket
- tinderbox, candles (10)
- blocks of incense (5)
- waterskin, rations (2)
- prayer book

ATTACKS (+4)

Morningstar. ∞ ()

Melee, 1d8+4 piercing. On a hit, you may expend a use to smite the target for an extra 2d8 radiant.

BONUS ACTIONS

ABILITIES (DC 13)

Light. ∞

You cause a small object to shed bright light in a 20-ft. radius and dim light in an additional 20 ft. [Touch range, lasts 1 hr.]

Healing Hands.

Heal a creature for 3 hit points. Expend any number of uses on a single creature in one action. [Touch range].

Sacred Weapon.

Your morningstar gains the effect of *light*, as well as an additional +3 to attack rolls and damage (as *radiant*). [Lasts 1 min.]

FEATURES

Celestial Resistance. You have resistance to necrotic and radiant damage.

Divine Health. You are immune to disease.

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