

JUSTICIAR

CLASS: PALADIN

PLAYSTYLE: CONTROL

RACE: _____

DIFFICULTY: MEDIUM

(CHARACTER NAME)

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+3
STRENGTH

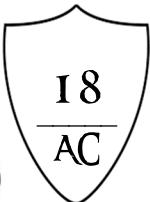
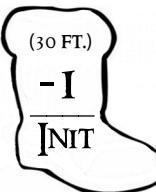
-1
DEXTERITY

+3
CONSTITUTION

+0
INTELLIGENCE

+1
WISDOM

+5
CHARISMA



SPECIAL

Binding Smite.

On a hit with a gavel attack, you may choose to deal an additional $2d8$ radiant and restrain it in divine manacles ($1d6$ radiant each of its turns while restrained). [Lasts 1 min. (STR save: free – action to repeat)].

REACTIONS

Opportunity Attack. ∞

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

ITEMS

EQUIPMENT:

Main Hand. Gavel.

Off-Hand.

Armor. Splint Mail.

TOOLS/KITS:

Forgery Kit. Parchments, pens, inks, seals, and sealing wax for making or checking forgeries.

Hit Dice.

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

BACKPACK:

Diplomat's Pack.

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

ATTACKS (+5)

Gavel. ∞

Melee, $1d8+3$ bludgeoning.

Hand of Justice. ∞

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

BONUS ACTIONS

Obey the Law.

Impose disadvantage on all of an enemy's attacks that don't target you. Also, it cannot move more than 30 ft. from you. The effect ends if you damage another creature or if it is damaged by another. [30 ft. range, lasts 1 min. (WIS save: no effect)].

ABILITIES (DC 13)

Confinement.

Divine shackles attempt to restrain a nearby creature. [10 ft. range (STR or DEX save: free – repeat each round)].

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

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

Incorruptible. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Pure. You are immune to disease.