

FEATURES

HUMAN (194) / DRAGONBORN (187)

- **Resourceful:** +1 Heroic Inspiration after Long Rest
- **Skillfull:** +1 Proficiency – Perception
- **Versatile:** +1 Origin Feat
 - **Alert (200)**
 - **Initiative Proficiency:** Add Proficiency Bonus to Initiative Roll
 - **Initiative Swap:** Immediately after you roll Initiative, you may swap Initiative with a willing ally. (Neither you nor ally can be incapacitated)

FARMER (180)

- **Tough (202):** +2 HP per Level

PALADIN (109)

Level 1 (109-110)

- **Lay on Hands (109)**
 - Pool of Healing = 5 x Paladin Level
 - Replenishes after Long Rest
 - **Bonus Action:** Touch a creature to heal HP up to Pool amount
 - Expend 5 HP from the Pool to cure Poisoned Condition
- **Spellcasting (109)**
 - **Ability:** Charisma
 - **Focus:** Holy Symbol
 - **Spell Slots:** Increase w/Level, replenish after Long Rest
 - **Changing Spells:** After a Long Rest, replace one spell on your list for another Paladin spell for which you have slots
- **Weapon Mastery (110)**
 - Trident, Warhammer
 - Change after Long Rest

Level 2 (110)

- **Fighting Style**
 - *Protection (209)*
 - **Reaction:** If you're holding a Shield, and a creature you can see attacks another creature within 5 feet of you with an attack roll, your shield imposes Disadvantage on the triggering attack roll and all other attack rolls against the target until the start of our next turn if you remain within 5 feet of the target.
- **Paladin's Smite (110)**
 - Always have *Divine Smite* prepared
 - Can cast w/o Spell Slot once per Long Rest

Level 3 (110-111)

- **Channel Divinity (110)**
 - Channel divine energy from the Outer Planes to fuel magical effects
 - *Uses*: 2 (3 @ Level 11)
 - *Replenishes*: 1/All per Short/Long Rest
 - Saving Throw DC = Spell Save DC
 - **Divine Sense (111)**
- **Oath of Redemption (XgtE 38-39)**
 - **Spells**
 - Always prepared:
 - *Sanctuary*, *Sleep*
 - **Channel Divinity (110)**
 - **Emissary of Peace (XgTE 39)**
 - **Rebuke the Violent (XgTE 39)**