

CHARACTER NAME

Paladin

CLASS

1st

LEVEL

Noble

BACKGROUND

Human

RACE

Medium

SIZE

Lawful Good

ALIGNMENT

STRENGTH

+3

16

DEXTERITY

-1

9

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

+2

14

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +3 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +2 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1* Stealth (Dex)
- ☐ +1 Survival (Wis)

*See your equipment.

SKILLS

18

ARMOR CLASS

-1

INITIATIVE

30 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

- ◆ Chain mail*
- ◆ Battleaxe
- ◆ Shield
- ◆ 5 javelins
- ◆ Holy symbol
- ◆ Backpack
- ◆ Bedroll
- ◆ Mess kit
- ◆ Tinderbox
- ◆ 10 torches
- ◆ 10 days of rations
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Set of fine clothes
- ◆ Signet ring
- ◆ Scroll of pedigree
- ◆ Pouch

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with all armor, shields, simple weapons, and martial weapons.

LANGUAGES

You can speak, read, and write Common, Draconic, Dwarvish, and Giant.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Battleaxe. In melee (against a target within 5 feet of you), you can attack with your battleaxe. Roll **1d20 + 5** to see if you hit. If you do, the target takes **1d8 + 3 slashing damage**, or 1d10 + 3 slashing damage if you wield the battleaxe with two hands (which means dropping your shield).

Javelin. In melee (against a target within 5 feet of you), you can attack with a javelin. You can also throw a javelin at a target up to 30 feet away, or up to 120 feet away with disadvantage on the attack roll. In either case, roll **1d20 + 5** to see if you hit. If you do, the target takes **1d6 + 3 piercing damage**.

PALADIN

Paladins swear oaths to gods, ancient orders, and great causes. A paladin's oath is a powerful bond that turns a devout warrior into a blessed champion. You swore your oath to the god Bahamut, the Platinum Dragon, who is a patron of heroes and a champion of justice.

The paladin class gives you the following features.

Divine Sense. As an action, you can open your senses to the presence of strong evil and powerful good. Until the end of your next turn, you know the location of any Celestial, Fiend, or Undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total of 5 hit points.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit point separately for each one.

This feature has no effect on Undead or Constructs.

ABOUT HUMANS

Humans are the most numerous people of the Forgotten Realms. They live alongside elves, dwarves, halflings, and other peoples in villages, towns, and cities across the world. Human adventurers are often motivated to leave a lasting legacy.

11

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP

25

PP

COINS

Continued on back

YOUR NOBLE BACKGROUND

Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents ruled the county of Corlinn Hill, located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill. Instead of growing up on an estate, you were raised in a small townhouse in Waterdeep. As an adult, you stand to inherit only a title.

Your background shaped your character. You learned the languages of dwarves and giants from a childhood tutor (shown in "Languages" on the front of this sheet), and your skill proficiencies in History and Persuasion reflect your education in history and etiquette.

Since swearing your oath to Bahamut, you've returned to Neverwinter and have been a champion to those who are overlooked by the institutions that exist to protect them. Recently, your resolve has been shaken by corruption in the city guard and ruling aristocrats.

Personal Goal: Rejuvenating Pilgrimage. Seeking to reinvigorate your resolve, you learned of a remote cloister, Dragon's Rest, on a tiny island. The cloister holds a temple to the dragon god Bahamut. You feel drawn to contemplate your place in the world there.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d10), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add 1d10 + 2 to your hit point maximum.

2ND-LEVEL FEATURES

Prepared Spells. Each time you finish a long rest, you can prepare three 1st-level spells to make them available for you to cast, choosing from the 1st-level spells listed below. Write your prepared spells here:

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells. You can use them to cast two different spells or to cast the same spell twice. You regain your expended spell slots when you finish a long rest. You can keep track of your expended spell slots by checking them off in the Spellcasting table, where each spell slot is represented by a checkbox.

SPELLCASTING

Paladin Level	Prepared Spells	1st-Level Slots
2nd	3	<input type="checkbox"/> <input type="checkbox"/>
3rd	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Attacks and Saving Throws. When a creature makes a saving throw to resist one of your spells, the DC of the saving throw is **12**. When you make a spell attack, you roll **1d20 + 4** to see if you hit. These numbers are based on your spellcasting ability, which is Charisma.

Spell save DC = 12
Spell attack roll = 1d20 + 4

Fighting Style: Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal **2d8** radiant damage to the target, in addition to the weapon's damage. The extra damage increases by **1d8** if the target is an Undead or a Fiend.

Lay on Hands. The healing pool of Lay on Hands increases to 10.

3RD-LEVEL FEATURES

Divine Health. The divine magic flowing through you makes you immune to disease.

Lay on Hands. The healing pool of Lay on Hands increases to 15.

Spells. You gain a spell slot, as shown in the Spellcasting table. In addition to the spells you choose to prepare, you always have two extra spells prepared: *protection from evil and good* and *sanctuary*.

Channel Divinity. You can channel divine magic from your oath, fueling one of two effects: Sacred Weapon or Turn the Unholy. When you use Channel Divinity, choose which of these effects to create; you must then finish a short or long rest to use Channel Divinity again:

Sacred Weapon. As an action, you present your holy symbol and imbue one weapon that you are holding with positive energy. For 1 minute, you add +2 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light for 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy. As an action, you present your holy symbol, and each Fiend or Undead that can see or hear you within 30 feet of you must succeed on a DC 12 Wisdom saving throw or be turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

PALADIN SPELL LIST

1st-Level Spells

Bless
Command
Cure wounds
Detect magic
Protection from evil and good
Shield of faith



SHAWN WOOD