Tayr the Paladin

FRAKTAL LIMITED

Mike Wheeler	Lawful Good
PLAYER NAME	ALIGNMENT
Noble	Paladin
BACKGROUND	CLASS
Halfling	Oath of Devotion
SPECIES	SUBCLASS

3 — LEVEL

SIZE Small

INITIATIVE +0

SPEED 30 Feet

PROFICIENCY BONUS +2

ARMOR CLASS 17 (+2 SHIELD)

HIT POINTS		HIT DICE	DEATH SAVES
CURRENT	MAX	SPENT / MAX	
	25	3d10	○○○ SUCCESSES ○○○ FAILURES

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Longsword	+5	1d8 + 3 Slashing	Versatile (1d10); Mastery: Sap
Javelin	+5	1d6 + 3 Piercing	Thrown (Range 30/120); Mastery: Slow

STRENGTH
+3 MODIFIER — 17 SCORE

+3 SAVING THROW

+5 ATHLETICS

DEXTERITY
+0 MODIFIER — 10 SCORE

+0 SAVING THROW

+0 ACROBATICS
+0 SLEIGHT OF HAND
+2 STEALTH

CONSTITUTION
+1 MODIFIER — 12 SCORE

+1 SAVING THROW

HEROIC INSPIRATION
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LANGUAGES
Common, Elvish, Halfling

INTELLIGENCE
-1 MODIFIER — 8 SCORE

-1 SAVING THROW

-1 ARCANA
+1 HISTORY
-1 INVESTIGATION
-1 NATURE
+1 RELIGION

WISDOM
+2 MODIFIER — 14 SCORE

+4 SAVING THROW

+2 ANIMAL HANDLING
+4 INSIGHT
+2 MEDICINE
+2 PERCEPTION
+2 SURVIVAL

CHARISMA
+2 MODIFIER — 14 SCORE

+4 SAVING THROW

+2 DECEPTION
+4 INTIMIDATION
+2 PERFORMANCE
+4 PERSUASION

FEATS

DEFENSE (FIGHTING STYLE)
While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class (included in Armor Class).

SKILLED
You gain proficiency in three skills: Intimidation, Religion, and Stealth (included in your skills).

SPECIES TRAITS

As a Halfling, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck. When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy. You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

CLASS FEATURES

LAY ON HANDS
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 15 Hit Points.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

SPELLCASTING
You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Paladin spells.

Spell Slots. You have three level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the spells listed on the Prepared Spells table.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

Spellcasting Ability. Charisma is your spellcasting ability for your Paladin spells.

WEAPON MASTERY
Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins. Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

Your weapons have the following mastery properties.

CLASS FEATURES

Sap (Longsword). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

PALADIN'S SMITE

You always have the *Divine Smite* spell prepared (included in Prepared Spells). In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.

OATH OF DEVOTION SPELLS

The magic of your oath ensures you always have the following spells ready: *Protection from Evil and Good* and *Shield of Faith* (included on your Prepared Spells table).

CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes, using it to fuel magical effects. You have two effect options: Divine Sense and Sacred Weapon, both of which are described below.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Divine Sense. As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type.

Sacred Weapon. When you take the Attack action, you can imbue one Melee weapon that you are holding with positive energy. For 10 minutes or until you use this feature again, you have a +2 bonus to attack rolls you make with that weapon, and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

The weapon also emits Bright Light in a 20-foot radius and Dim Light 20 feet beyond that.

You can end this effect early (no action required). This effect also ends if you aren't carrying the weapon.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+2
Spell Save DC	12
Spell Attack Bonus	+4

SPELL SLOTS

	Total	Expended
Level 1	3	✧✧✧

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ✦Light ✦Medium ✦Heavy ✦Shields

PROFICIENCIES
Simple and Martial Weapons

GOLD

Starting	Current

CANTRIPS & PREPARED SPELLS

Level	Name
1	*Command*
1	*Divine Favor*
1	*Divine Smite*
1	*Protection from Evil and Good*
1	*Searing Smite*
1	*Shield of Faith*
1	*Thunderous Smite*

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Fine Clothes. Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a Shield, painted to channel divine magic.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Perfume. Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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