

HALF-ELF PALADIN

2nd-Level Medium Half-Elf Paladin

Armor Class 18 (chain mail and shield)

Hit Points 20 (1d10 Hit Die)

Speed 30 ft. (25 ft. in chain mail)

Alignment lawful good

Languages Common, Elvish, Infernal

ABILITY SCORES

Strength	17	(+3)
Dexterity	8	(-1)*
Constitution	14	(+2)
Intelligence	10	(+0)
Wisdom	12	(+1)
Charisma	14	(+2)

*Disadvantage on any check you make to hide or move silently due to chain mail.

ATTACKS

Melee Attack: Long sword (+4 to hit; 1d8 + 3 slashing)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +4 to hit; 1d6 + 3 piercing)

PREPARED SPELLS

Cure wounds

LORE

When you make an intelligence check to recall cultural lore (elves) or natural lore, you gain a +10 bonus to the check.

EQUIPMENT

Chainmail, shield, long sword, javelins (4), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, fine clothes, flute, hempen rope (50 ft.), holy symbol, ink, paper (5 sheets), rations (4 days), tome (holy teachings), traveler's clothes, waterskin, 6 gp, 9 sp, and 8 cp.

Racial Traits

Low-Light Vision. You can see in dim light as well as you do in bright light.

Fey-Ancestry. You have advantage on all saving throws against being charmed or put to sleep.

Keen Senses. You have advantage on all Wisdom checks to listen and spot.

Class Features

Attack Bonus. You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

Divine Sense. As an action, you open your awareness to the divine. Until the end of your next turn, you know the exact location of any celestial, fiend, or undead creature within 25 feet of you. 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 number of hit points equal to your paladin level times 5. As an action, you can touch a creature that is neither an undead creature nor a construct, and draw power from the pool to restore any number of hit points

to that creature, up to the maximum amount remaining in your pool.

Proficiencies. You have proficiency with all weapons, armor, and shields. You are also proficient in riding.

Background: Minstrel

You wander the land performing music, telling tales, and entertaining audiences with your talents.

Noted Performer. You can always find a place to perform, usually in an inn or tavern. At such a place, you receive free lodging and food (within reason) as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Proficiency. You have proficiency with a musical instrument (flute).

Spellcasting

You have learned to draw on divine magic through prayer, as a cleric does, to cast spells a certain number of times per day.

Charisma is your magic ability for your cleric spells.

Spells per Day. Your paladin level determines the number of paladin spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have two 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of paladin spells that you can cast of 1st level. This pre-generated character already has a list of prepared spells.

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare.

Casting a Prepared Spell. When you cast a prepared spell, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spells *cure wounds* and *divine favor* prepared and have two 1st-level castings, you can cast both spells once or one spell twice.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.