

Level 1 Dwarf Paladin

AC 19 **Hit Points** 13
Speed 25 ft. **Hit Dice** 1d10

Strength 16 (+3)
Dexterity 12 (+1)*
Constitution 14 (+2)
Intelligence 8 (-1)
Wisdom 11 (+0)
Charisma 14 (+2)

* *Due to your armor, you have disadvantage on any check you make to hide or move silently.*

Attacks

Warhammer +4; 1d8 + 3 bludgeoning damage

Light Hammer +4; 1d8 + 3 bludgeoning damage
(20 ft/60 ft)

Skills

Skills: Climb, intimidate, jump, and ride.

Stonecunning: While you are underground, you have advantage on all Wisdom checks to listen and spot, and you roughly know your depth beneath the surface.

You also know the approximate age and origin of worked stone you inspect.

Race: Mountain Dwarf

Languages: Common, Dwarvish

Darkvision: You treat darkness within 60 feet of you as dim light. When you do so, your vision is in black and white.

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Weapon Training: You are proficient with the battleaxe, handaxe, throwing hammer, and warhammer.

Class: Paladin

Alignment: Your alignment is lawful good.

Armor and Weapon Proficiencies: All armor and shields, and all simple and martial weapons.

Divine Grace: You can make a Charisma saving throw in place of any saving throw you make.

Divine Sense: You can activate your divine sense as an action. Until the end of your next turn, you know the exact location of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot become hidden from you. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Spellcasting: You can prepare up to two spells per day. You have two 1st-level spell slots that you can use to cast 1st-level spells you've prepared.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare two spells, choosing any spell you wish from the paladin spells you can cast.

Preparing your spells requires time spent in prayer: at least one minute per spell level for each spell you prepare. You can choose to prepare spells from the following 1st-level paladin spell list.

Level 1 Spells

Bless
Command
Create Water
Cure Wounds
Detect Magic
Divine Favor
Protection from Evil
Shield of Faith

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *cure wounds* and *divine favor* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Saving Throw DCs: When a paladin spell that you cast calls for a saving throw, the save DC equals 13.

Channel Divinity: You can channel divinity once per day. When you channel divinity, you choose one of the following options.

Divine Smite: When you hit an enemy with a melee attack, you can expend a use of channel divinity to deliver a divine smite. Your attack deals 3d10 extra radiant damage.

Lay on Hands: As an action, you can expend one of your uses of channel divinity to lay on hands. When you do so, you can restore 15 hit points, divided among any creatures you choose within 5 feet of you.

Turn Undead: As an action, you can expend one of your uses of channel divinity to channel positive energy. When you do so, each undead creature within 30 feet of you that has hit points equal to or less than twice your paladin level is destroyed.

Each remaining undead creature within 30 feet of you that has hit points equal to or less than five times your paladin level is turned. A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 30 feet of you (unless there is nowhere else it can move), it cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Background: Soldier

Trait—Military Rank: You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they will defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment, horses, and vehicles for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Equipment

Chain mail, shield, warhammer, 4 light hammers, lucky charm, rank insignia, traveler's clothes, a belt pouch containing 23 gp and 4 sp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin