

# 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  
Cure Wounds  
Detect Magic  
Detect Poison and Disease  
Divine Favor  
Purify Food and Drink  
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

## Spells for Pre-Generated Paladin Character

### Bless

*1st-level conjuration*

You bestow a blessing on your companions, giving them the heart to face their present trial.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Concentration, up to 10 minutes

**Effect:** Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, it can add a d4 to the result.

### Command

*1st-level enchantment*

You channel supernatural authority to compel a creature into obedience.

**Casting Time:** 1 action

**Range:** 50 feet

**Duration:** 1 round

**Effect:** You speak a one-word command to a living creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

*Approach:* The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

*Drop:* The target drops whatever it is holding and then ends its turn.

*Flee:* The target spends its turn moving away from you by the fastest available means.

*Grovel:* The target falls prone and then ends its turn.

*Halt:* The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

### Cure Wounds

*1st-level conjuration*

You channel positive energy into an injured creature to mend its wounds.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Effect:** You touch a living creature, and that creature regains 2d8 + 2 hit points.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

### Detect Magic

*1st-level divination (ritual)*

Upon casting *detect magic*, you sense any magic in the area. Studying the auras can give you clues to the nature of the magic.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### Detect Poison and Disease

*1st-level divination (ritual)*

You cast a spell that allows you to perceive the least hint of poison, venom, disease, and similar toxins and contagions, such as those that are secreted by a beast or applied to an assassin's blade.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, if there is poison, a poisonous creature, or a disease within 25 feet of you, you know it, where the source of the poison

or disease is, and what kind of poison, poisonous creature, or disease is present.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Divine Favor

*1st-level evocation*

Your deity answers your prayer and empowers your weapon strikes with divine radiance.

**Casting Time:** Swift

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** Until the spell ends, your weapon attacks deal 1d8 extra radiant damage on a hit.

## Purify Food and Drink

*1st-level transmutation (ritual)*

Your incantation purifies spoiled, poisonous, or otherwise contaminated food and water, making it suitable for consumption.

**Casting Time:** 1 action

**Range:** 10 feet

**Duration:** Instantaneous

**Effect:** Choose a point within range. All nonmagical food and drink within a 5-foot-radius cloud centered on that point is purified and rendered toxin and disease free.

## Shield of Faith

*1st-level abjuration*

You call out a prayer to protect an imperiled ally. A shimmering field surrounds and shields your target, helping to deflect attacks.

**Casting Time:** Swift

**Range:** 50 feet

**Duration:** Concentration, up to 10 minutes

**Effect:** Choose a creature within range. That creature gains a +1 bonus to AC. The bonus lasts for the duration.

**Material Components:** A small parchment with a bit of holy text written on it.