

HALF-ORC PALADIN 3



"I might not be lovely to look upon, but glory blazes in my eyes and in my blade."

Fury and resentment lie always just below the surface of your gleaming armor. For each wrong done you, you have sworn vengeance against those who would bring misery to the helpless.

You are used to traveling on your own, meting out punishment on your terms wherever you find injustice. But recently you discovered others much like yourself, wanderers who fight monsters and defeat evildoers. True, they seem to be in it mostly for the money, but you welcome the companionship—for however long it lasts.

BACKGROUND (OUTLANDER)

You are an exile, unwelcome in both civilized society and the savage tribes of your parentage. Born after an orc raid, you were abandoned at a nearby temple and raised by the acolytes within. Despite the peaceful nature of their worship, your innate anger and resentment led you to the path of the war god.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Order of the Gauntlet, an organization dedicated to smiting evil wherever it lurks and without hesitation.

Personality Trait. You feel far more comfortable around animals than people.

Ideal. You are driven to earn glory in battle.

Bond. You have sworn to bring terrible wrath down on evildoers.

Flaw. Violence is your answer to almost any challenge.

HALF-ORC TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Relentless Endurance (Recharges after a Long Rest). When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

CHARACTER NAME

Medium humanoid (half-orc), Oath of Vengeance, chaotic good

Armor Class 16 (chain mail)

Hit Points 28 (Hit Dice 3d10)

Speed 30 ft.

STR	DEX	CON
16 (+3)	10 (+0)	14 (+2)

INT	WIS	CHA
8 (-1)	12 (+1)	15 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +3, Cha +4

Skills Animal Handling +3, Athletics +5, Intimidation +4, Perception +3, Religion +1

Tools flute

Armor all armor, shields

Weapons simple weapons, martial weapons

Immunities disease

Senses passive (Perception) 13

Languages Common, Giant, Orc

ACTIONS

Attack. You can attack once when you take this action, using the following:

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 1d10 + 3 slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d8 (melee) or 1d6 (thrown) + 3 piercing damage.

Abjure Enemy. Paladin feature

Divine Sense. Paladin feature

Lay on Hands. Paladin feature

Spellcasting. Paladin feature

BONUS ACTIONS

Vow of Enmity. Paladin feature

OPTIONS

Divine Smite. Paladin feature

Great Weapon Fighting. Paladin feature

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

PALADIN FEATURES

Divine Sense (3; Recharges after a Long Rest). As an action, you can open your awareness to sense 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, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier.

Channel Divinity (Recharges after a Short or Long Rest). You can use one of the following options.

Abjure Enemy. As an action, you present your holy symbol and speak a prayer of denunciation. Choose one creature within 60 feet of you that you can see. That creature must make a DC 12 Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Enmity. As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend), plus 1d8 for each spell level higher than first, to a maximum of 5d8.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Lay on Hands. You have a pool of healing power, with which you can restore up to 15 hit points. This pool replenishes after you finish a long rest.

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 points separately for each one.

This feature has no effect on undead and constructs.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell save DC: 12

Spell attack modifier: +4

Spells Prepared:

1st level (3 slots): *bane*, *compelled duel*, *heroism*, *hunter's mark*, *wrathful smite*

EQUIPMENT

Halberd, spear, maul, staff, chain mail, explorer's pack, hunting trap, flute crafted from an orc's shinbone, holy symbol (serves as a spellcasting focus), traveler's clothes, mastiff (see below), chunk of meat (5), belt pouch.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.