

Paladin 8 Outlander BACKGROUND

PLAYER NAME CLASS \& LEVEL Chaotic good ALIGNMENT


You feel far more comfortable around animals than people.

PERSONALITY TRAITS
You are driven to earn glory in battle.

IDEALS

You have sworn to bring terrible wrath down on evildoers.

BONDS

Violence is your answer to almost any challenge.

## Darkvision

Relentless Endurance (Recharges after a Long Rest). When you are 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.

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.
Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +3 bonus to the saving throw. You must be conscious to grant this bonus.

Divine Sense (4; 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, end, 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.

Channel Divinity (Recharges after a Short or Long Rest): 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 14 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 bene t from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or un 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 end), plus 1d8 for eac spell level higher than rst, to a maximum of 5d8,
Great Weapon Fighting. When you roll a 1 or 2 on a damage die for a 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
this benefit.

Lay on Hands. You have a pool of healing power, with which you can restore up to 40 hit points. This pool replenishes after you nish 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 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 a
ecting it. You can cure multiple diseases and neutralize multiple poisons ecting 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 e ect on undead and constructs.

Relentless Avenger. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks



