

## Eternian (Planetouched)

Divine Health: You are immune to disease.
Aura of Protection: Whenever you or a friendly creature within 10' of you must make a saving throw, the creature gains a +3 bonus to the roll (already included in your saves above). You must be conscious to grant this bonus.

Aura of Warding: You and friendly creatures within 10' of you gain resistance to damage from spells.

OTHER PROFICIENCIES \& LANGUAGES

I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Our lot is to lay down our lives in defense of others.

Bonds: pick one (based on who is in the game):

- Man at Arms is my father and teacher. Ilisten
Bonds. pick one (based on who is in the game):
- Mar at Arms is my father and teacher. llisten to and respect him.
- Evil-Lyn and lonce were lostin the desert - Evil-Lyn and I once were lost in the desert together and had to join forces to survive. I believe that there is a good person deep inside her.
. Orko is sometimes the only being that can make me laugh.


## BONDS

I'd rather eat my armor than admit when I'm wrong.
flaws

Divine Sense (4/day): As an action, you can open your awareness to sense the presence of powerful divine sources. 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.

Lay on Hands: Your blessed touch can heal wounds. You have a pool of healing power that allows you to restore up to 35 hit points to any touched creature. Alternatively, you can expend 5 hit points from your pool to cure the target of one disease or neutralize one poison affecting it. This power has no effect on undead or constructs.

Daughter of the Sorceress: You have learned to cast a few divine spells due to your half-celestial origin.
Spell save DC $=14$
Spell attack modifier $=+6$
Level $1: 4$ Spell Slots
Level 2: 3 Spell Slots
Oath of the Ancients: Your sacred Oath to Greyskull emphasizes the principles of good above any concerns for law or chaos.

Oath spells - These spells are added to your paladin spell list and are always considered prepared: Ensnaring Strike, Speak with Animals, Moonbeam, Misty Step.

Channel Divinity (1/day): You can use your Channel Divinity power to do one of the following:

-     - Nature's Wrath - As an action, you can use your channel divinity to cause spectral vines to spring up and reach for a creature within 10 feet of you. The creature must success on a DC 14 Strength or Dexterity saving throw (its choice) or be restrained. While restrained, the creature repeats the saving throw at the end of each of its turns. On a success, the vines vanish.
- Turn the Faithless - You can channel divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 ' of you must make a DC 14 Wisdom saving throw or be turned (must flee) for 1 minute.



