

Geminara Yelthira

She/Her

Lv. 3 Anointed Courtier Elven Paladin

+0
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

17

19
With Shield

Exhaustion

Hit Points

Max

34

Current

Temp

Hit Dice

Type

d10

Used

Max

3

Luck

success

Death Saves

failure

+3
STR
16
save
+3

+0
DEX
10
save
+0

+2
CON
14
save
+2

+0
INT
10
save
+0

+0
WIS
11
save
+2

+2
CHA
14
save
+4



Skills

- +0 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +0 Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +0 Nature (Int)
- +0 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +2 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +0 Survival (Wis)

Weapon	To Hit	Damage	Range
Longsword Disarm, Hamstring	+5	1d8/1d10 +3	melee
Javelin Pinning Shot	+2	1d6	30/120

Inventory

Priest's Pack

Shield

Holy Symbol

Signet Ring

Fine Clothing

Wealth

12 GP

Class Features

Lay on Hands:
You have a pool of 15 points of healing power that replenishes when you take a long rest.
As an action, you can touch a willing creature and restore a number of hit points up to the maximum amount remaining in your pool. Also, you can spend 5 hit points from your pool to cure one disease or neutralize one poison affecting it.
As a bonus action, you can use this feature to affect yourself.

Divine Smite:
Once per turn, when you hit a creature with a weapon attack, you can expend one Divine spell slot to deal extra radiant damage to the target, in addition to the weapon's normal damage. The extra damage is 2d8 for a 1st-circle spell slot, plus 1d8 for each circle higher than 1st.

Channel Divinity:
You can use your Channel Divinity power once per long rest.

Channel Divinity - Burden of Guilt:
As a bonus action, you can curse a single foe you can see within 30 feet. For 1 minute, the target's speed is halved.

Channel Divinity - Judgement:
As a bonus action, you can designate a single target within 10 feet of you as your divine quarry. For one minute, you have advantage on attack rolls against the target, and your weapon attacks against it deal +2 radiant damage. This effect ends early if you deal damage to a creature other than the target of this feature.

Talents & Traits

Combat Conditioning:
- Your hit point maximum increases by 6.
- When you roll hit dice to recover hit points, reroll any dice that roll 1's (keep the second result).

Heightened Senses:
You have advantage on Perception checks that rely on sight or hearing. You can see through lightly obscured areas normally and areas of dim light as if it were bright light.

Magic Ancestry:
You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance:
Elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day.

Martial Action:
You can take a bonus action on each of your turns in combat to perform a weapon option or one of the martial actions granted by this feature.

Martial Action - Guard:
As a bonus action, you raise your shield to intercept incoming attacks. Select one enemy creature within 5 feet of you. That creature has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

Divine Spell List

WIS
Spellcasting
Ability

13
Save DC

+5
Bonus.

1st Circle Spell Slots ○ ○ ○

Bless

1st-Circle Divine (Enchantment)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Concentration, up to 1 min

You bless up to three creatures of your choice within range. When a target makes an attack roll or a save before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or save.

Guiding Bolt

1st-Circle Divine (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target.

On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Shield of Faith

1st-Circle Divine (Abjuration)
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 10 min

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Pendulum

1st-Circle Divine (Enchantment)
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Concentration, up to 1 min

An unwilling target must make a WIS save. On a failure, the target doesn't make d20 checks to determine the results of attack rolls, ability checks, and saves for the duration. Instead, when it would make a check, its results follow the sequence 1, 20, 2, 19, ...

A creature affected by this spell can repeat the save at the end of each of its turns