

Estevot the Gentle

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Estevot the Gentle ([Paladin](#))

Medium humanoid ([human](#)), lawful good
cisgender man, he/him

- **Armor Class** 20 (plate, shield)
- **Hit Points** 157 (15d10 + 60)
- **Speed** 24 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	8 (-1)	14 (+2)	18 (+4)

- **Saving Throws** Wis +7, Cha +9
- **Skills** Athletics +10, Insight +7, Intimidation +9, Medicine +7, Persuasion +9, Religion +4
- **Senses** passive Perception 12
- **Languages** Celestial, Common

Aura of Protection. Estevot and friendly creatures within 10 feet of him gain a bonus to their saving throws equal to his Charisma modifier (4).

Divine Sense. As an action, Estevot can detect the presence of any fiend or undead within 60 feet of him. He can use this feature a number of times equal to 1 + his Charisma modifier (4) and regains all expended uses after a long rest.

Gait Difference [IE 1]. Estevot's left leg was severely injured in a battle against a powerful demon, leaving him with a pronounced limp. As a result, his movement speed is reduced by twenty percent, and he has a -1 penalty on all Dexterity (Acrobatics) checks and Strength (Athletics) checks involving legs.

Lay on Hands. Estevot can use his action to touch a creature and restore a number of hit points equal to his paladin level (15). Alternatively, he can expend 5 hit points to cure a target of one disease or neutralize one poison affecting it.

Actions

Multiattack. Estevot makes two attacks.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Divine Smite. When Estevot hits a creature with a melee weapon attack, he can expend one [paladin spell](#) slot to deal additional radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. Estevot has a total of 27 spell slots. The damage increases by 1d8 if the target is an undead or fiend.

Bonus Actions

Gentle Touch. As a bonus action, Estevot can choose to make a non-lethal melee weapon attack against a creature. If the attack

hits, the creature takes no damage, but instead, Estevot heals the creature for an amount equal to his paladin level (15). This ability can be used a number of times equal to Estevot's Charisma modifier (4) and regains all expended uses after a long rest.