

# 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.