D&D BEYOND

Ethryn Doballath

CHARACTER NAME

Paladin 1	
CLASS & LEVEL	PLAYER NAME
Triton	Sailor
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	+3	16
DEXTERITY	+0	10
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+3	16

○	+3	Strength
○	+0	Dexterity
○	+2	Constitution
○	-1	Intelligence
⊙	+2	Wisdom
⊙	+5	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+0	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+5	Athletics	STR
○	+3	Deception	CHA
○	-1	History	INT
○	+0	Insight	WIS
Ⓟ	+5	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+2	Perception	WIS
○	+3	Performance	CHA
Ⓟ	+5	Persuasion	CHA
○	-1	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+0 INITIATIVE

ARMOR CLASS 16

Resistances - Cold

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
12		--

HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Navigator's Tools, Vehicles (Water)

=== LANGUAGES ===
Common, Primordial

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Divine Sense • 4 / Long Rest
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

Lay on Hands Pool • 5 / Long Rest
You have a pool of healing power that can restore 5 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Halberd	+5	1d10+3 Slashing	Martial, Heavy, Reach, Two-Handed
Javelin	+5	1d6+3 Piercing	Simple, Thrown, Range (30/120)
Quarterstaff	+5	1d6+3 Bludgeoning	Simple, Versatile
Spear	+5	1d6+3 Piercing	Simple, Thrown, Versatile, Range (20/60)
Unarmed Strike	+5	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Ethryn Doballath	Paladin 1	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Triton	Sailor
	RACE	BACKGROUND	EXPERIENCE POINTS

=== PALADIN FEATURES ===

* Hit Points • PHB 84

* Proficiencies • PHB 84

* Divine Sense • PHB 84
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 4 times per long rest.

| 4 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 5 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

| Lay on Hands Pool: 5 / Long Rest • 1 Action

=== TRITON RACIAL TRAITS ===

* Amphibious • VGtM
You can breathe air and water.

* Control Air and Water • VGtM
[1st] You can cast fog cloud once per long rest. [3rd] You can cast gust of wind once per long rest. [5th] You can cast wall of water once per long rest. CHA is your spellcasting ability.

|

* Darkvision • VGtM
You can see in darkness (shades of gray) up to 60 ft.

* Emissary of the Sea • VGtM
You can communicate simple ideas with beasts that can breathe water.

* Guardians of the Depths • VGtM
You have resistance to cold damage.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	5

WEIGHT CARRIED	139.1 lb.
ENCUMBERED	240 lb.
PUSH/DRAG/LIFT	480 lb.

NAME	QTY	WEIGHT
Chain Mail	1	55 lb.
Halberd	1	6 lb.
Javelin	5	10 lb.
Quarterstaff	1	4 lb.
Spear	1	3 lb.
Amulet	1	1 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Mess Kit	1	1 lb.
Navigator's Tools	1	2 lb.
Oil (flask)	3	3 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Flask or Tankard	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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D&D BEYOND

Ethryn Doballath

CHARACTER NAME

Female	47	Medium	5' 6"	138
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Eldath	Blue	Blue	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I enjoy sailing into new ports and making new friends over a flagon of ale.
I never pass up a friendly wager.

PERSONALITY TRAITS

Fairness. We all do the work, so we all share in the rewards. (Lawful)

IDEALS

I'll always remember my first ship.

BONDS

My pride will probably lead to my destruction.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===								
O	Fog Cloud <C>	Control Air and Water	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	1/LR, D: 1h, 20 ft. Sphere, V/S

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