D&D BEYOND

Ethryn Doballath

CHARACTER NAME

Paladin 3 [Oath of the Ancients]	
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 17

Resistances - Cold
Immunities - Disease

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
28		--

HIT POINTS

Total 3d10

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

Channel Divinity • 1 / Short Rest
Your oath allows you to channel divine energy to fuel magical effects. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws (DC 13).

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 • 15 / Long Rest
You have a pool of healing power that can restore 15 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.

=== SPECIAL ===
Divine Smite

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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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 15 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: 15 / Long Rest • 1 Action

* Fighting Style • PHB 84
You adopt a style of fighting as your specialty.

| Defense • PHB
While you are wearing armor, you gain a +1 bonus to AC.

* Spellcasting • PHB 84
You can cast prepared paladin spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use a holy symbol as a spellcasting focus.

* Divine Smite • PHB 85
When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

| Special

* Divine Health • PHB 85
You are immune to disease.

* Sacred Oath • PHB 85

| Oath of the Ancients

| Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 87
You gain two Channel Divinity options:

Nature's Wrath - As an action, you can cause spectral vines to spring up and reach for a creature within 10 ft. of you that you can see. The creature must succeed on a STR or DEX saving throw (its choice, DC 13) or be restrained. It can repeat the saving throw at the end of each of its turns, freeing itself (the vines disappear) on success.

Turn the Faithless - As an action, you present your holy symbol, and each fey or fiend within 30 ft. of you that can hear you must make a WIS saving throw (DC 13). On failure, the creature is turned for 1 minute or until it takes damage.

| Channel Divinity: Nature's Wrath: 1 Action

| Channel Divinity: Turn the Faithless: 1 Action

* Oath Spells • PHB 87
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

=== 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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Paladin

SPELLCASTING CLASS

CHA	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	3 Slots OOO							
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Protection from Evil and Good <C>	Paladin	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
O	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Wrathful Smite <C>	Paladin	WIS 13	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
P	Ensnaring Strike <C>	Paladin (Always Prepared)	STR 13	1BA	Self	V	Concentration, up to 1 minute	PHB 237	D: 1m, V
P	Speak with Animals	Paladin (Always Prepared)	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Command	Paladin	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Cure Wounds	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Evil and Good <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease <C>	Paladin	--	1A	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Divine Favor <C>	Paladin	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Heroism <C>	Paladin	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 250	D: 1m, V/S
O	Purify Food and Drink	Paladin	--	1A	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Compelled Duel <C>	Paladin	WIS 13	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
O	Searing Smite <C>	Paladin	CON 13	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 13	1BA	Self	V	Concentration, up to 1 minute	PHB 282	D: 1m, V
O	Ceremony	Paladin	--	1h	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
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
	=== 2nd LEVEL ===								
O	Gust of Wind <C>	Control Air and Water	STR 13	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	1/LR, D: 1m, V/S/M

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