D&D BEYOND

Flint Fleshrender

CHARACTER NAME

Paladin 4 [Oath of Conquest]	
CLASS & LEVEL	PLAYER NAME
Swiftstride	City Watch / Investigator
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	-1	8
WISDOM	+0	10
CHARISMA	+3	16

○	+0	Strength
○	+4	Dexterity
○	+2	Constitution
○	-1	Intelligence
⊙	+2	Wisdom
⊙	+5	Charisma

Saving Throw Modifiers

SAVING THROWS

Ⓟ	+6	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+2	Athletics	STR
○	+3	Deception	CHA
○	-1	History	INT
Ⓟ	+2	Insight	WIS
Ⓟ	+5	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
○	+0	Perception	WIS
○	+3	Performance	CHA
Ⓟ	+5	Persuasion	CHA
○	-1	Religion	INT
○	+4	Sleight of Hand	DEX
○	+4	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+4 INITIATIVE

ARMOR 19 CLASS

Immunities - Disease

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
36		--

HIT POINTS

Total 4d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

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

=== LANGUAGES ===
Common, Elvish, Sylvan

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 • 20 / Long Rest
You have a pool of healing power that can restore 20 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.

=== BONUS ACTIONS ===
Harness Divine Power • 1 / Long Rest

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+6	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Longbow	+6	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Rapier	+6	1d8+4 Piercing	Martial, Finesse
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Flint Fleshrender	Paladin 4 [Oath of Conquest]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Swiftstride / City Watch / Investigator
	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 20 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: 20 / Long Rest • 1 Action

* Additional Paladin Spells • TCoE 52
Your Paladin has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* 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

* Harness Divine Power • TCoE 53
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, which can be no higher than level 1. You regain all expended uses when you finish a long rest.

| 1 / Long Rest • 1 Bonus Action

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

* Sacred Oath • PHB 85

| Oath of Conquest

| Channel Divinity: 1 / Short Rest • 1 Action

* Oath Spells • XGtE 38
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* Channel Divinity • XGtE 38
You gain two new Channel Divinity options:

Conquering Presence - As an action, force chosen creatures within 30 ft. to make a WIS saving throw (DC 13) or they become frightened for 1 minute. Creatures can repeat the saving throw at the end of each of its turns.

Guided Strike - When you make an attack roll, you can use Channel Divinity to gain a +10 bonus. You can choose to do so after the roll but before knowing the result.

| Channel Divinity: Conquering Presence: Special

| Channel Divinity: Guided Strike: Special

* Martial Versatility • TCoE 53
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

* Ability Score Improvement • PHB 85

=== SWIFTSTRIDE RACIAL TRAITS ===

* Darkvision • ERftLW 34
You can see in dim light within 60 ft. as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

* Shifting • ERftLW 34
Once per short rest as a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain +6 temp HP and additional benefits that depend on your shifter subrace.

| 1 / Short Rest • 1 Bonus Action

* Shifting Feature • ERftLW 34
While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	4

WEIGHT CARRIED: 81.08 lb.
ENCUMBERED: 150 lb.
PUSH/DRAG/LIFT: 300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Shield	1	6 lb.
Dagger	1	1 lb.
Rapier	1	2 lb.
Longbow	1	2 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
Emblem	1	--
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Quiver	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.

NAME	QTY	WEIGHT
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Flint Fleshrender

CHARACTER NAME

Paladin 4 [Oath of Conquest]

CLASS & LEVEL

PLAYER NAME

Swiftstride

RACE

City Watch / Investigator

BACKGROUND

EXPERIENCE POINTS

reactive movement doesn't provoke opportunity attacks.

| Swiftstride Reaction: 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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D&D BEYOND

Flint Fleshrender

CHARACTER NAME

Male	21	Medium	5' 3"	153
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Torm	Fair	Green	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

IDEALS

I would still lay down my life for the people I served with.

BONDS

I obey the law, even if the law causes misery.

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	Shield of Faith <C>	Paladin	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, 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	Wrathful Smite <C>	Paladin	WIS 13	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Compelled Duel <C>	Paladin	WIS 13	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
P	Armor of Agathys	Paladin (Always Prepared)	--	1A	Self	V,S,M	1 hour	PHB 215	D: 1h, V/S/M
P	Command	Paladin (Always Prepared)	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	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

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