D&D BEYOND

g'Eehp Greenskin	Paladin 5 [Oath of the Watchers]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
Grung	Faction Agent
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+0	10
CHARISMA	+2	15

○	+0	Strength
○	+4	Dexterity
○	+2	Constitution
○	+0	Intelligence
⊙	+3	Wisdom
⊙	+5	Charisma

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+4 INITIATIVE

ARMOR 19 CLASS

Immunities - Poison, Poisoned, Disease

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking), 25 ft. (Climbing)

SPEED

Max HP	Current HP	Temp HP
44		--

HIT POINTS

Total 5d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

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

=== LANGUAGES ===
Celestial, Common, Grung

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 • 3 / 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 3 times per long rest.

Lay on Hands Pool • 25 / Long Rest
You have a pool of healing power that can restore 25 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

13	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Longbow	+7	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Rapier, +1	+8	1d8+7 Piercing	Martial, Finesse
Unarmed Strike	+3	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

g'Eehp Greenskin	Paladin 5 [Oath of the Watchers]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Grung	Faction Agent
	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 3 times per long rest.

| 3 / Long Rest • 1 Action

* Lay on Hands • PHB 84
You have a pool of healing power that can restore 25 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: 25 / 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.

| Dueling • PHB
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

* 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 2. 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 the Watchers

| Channel Divinity: 1 / Short Rest • 1 Action

* Oath Spells • TCoE 55
You gain oath spells at the paladin levels listed in the Oath of the Watchers table.

* Channel Divinity • TCoE
You gain the following Channel Divinity options.

| Channel Divinity: Watcher's Will: 1 Action

| Channel Divinity: Abjure the Extraplanar: 1 Action

* 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

* Extra Attack • PHB 85
You can attack twice, instead of once, whenever you take the Attack action on your turn.

| Special

=== GRUNG RACIAL TRAITS ===

* Arboreal Alertness • OGA 4
You have proficiency in the Perception skill.

* Amphibious • OGA 4
You can breathe air and water.

* Poison Immunity • OGA 4
You're immune to poison damage and the poisoned condition.

* Poisonous Skin • OGA 4
Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.

You can also apply this poison to any piercing weapon as part of an attack with that weapon, though when you hit the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.

| Grung Poison: Special

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	4

WEIGHT CARRIED	81.58 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Shield, +1	1	6 lb.
Dagger	1	1 lb.
Longbow	1	2 lb.
Rapier, +1	1	2 lb.
Arrows	20	1 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Clothes, Traveler's	1	4 lb.
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.
Soap	1	--

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Amulet of the Devout, +1	1	--
Potion of Healing	1	0.5 lb.
Platinum Ring (50 gp)	2	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of the Devout, +1	1	--

EQUIPMENT

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g'Eehp Greenskin

CHARACTER NAME

Paladin 5 [Oath of the Watchers]

CLASS & LEVEL

PLAYER NAME

Grung

RACE

Faction Agent

BACKGROUND

EXPERIENCE POINTS

* Standing Leap • OGA 4
Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

* Water Dependency • OGA 4
If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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g'Eehp Greenskin

CHARACTER NAME

Female	11	Small	2' 8"	32
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Moa	Green	Burnt Orange	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
I see omens in every event and

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEALS

I would die to recover an ancient relic of my faith that was lost long ago.

BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Paladin

SPELLCASTING CLASS

CHA	14	+6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 1st LEVEL ===	4 Slots OOOO							
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 14	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Compelled Duel <C>	Paladin	WIS 14	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
P	Alarm	Paladin (Always Prepared)	--	1m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
P	Detect Magic <C>	Paladin (Always Prepared)	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Bless <C>	Paladin	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Command	Paladin	WIS 14	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 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 14	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 14	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
	=== 2nd LEVEL ===	2 Slots OO							
P	See Invisibility	Paladin (Always Prepared)	--	1A	Self	V,S,M	1 hour	PHB 274	D: 1h, V/S/M
P	Moonbeam <C>	Paladin (Always Prepared)	CON 14	1A	120 ft./5 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 261	D: 1m, 5 ft. Cylinder, V/S/M
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Find Steed	Paladin	--	10m	30 ft.	V,S	Instantaneous	PHB 240	V/S
O	Lesser Restoration	Paladin	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Object <C>	Paladin	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Magic Weapon <C>	Paladin	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Paladin	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Zone of Truth	Paladin	CHA 14	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O	Branding Smite <C>	Paladin	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V

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