D&D BEYOND

Xelbuk Stoneshell

CHARACTER NAME

Paladin 8 [Oath of Vengeance]		
CLASS & LEVEL		PLAYER NAME
Tortle	Marine	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+4 (18)
DEXTERITY	+0 (10)
CONSTITUTION	+2 (14)
INTELLIGENCE	-1 (9)
WISDOM	+0 (10)
CHARISMA	+3 (16)

○	+7	Strength
○	+3	Dexterity
○	+5	Constitution
○	+2	Intelligence
⊙	+6	Wisdom
⊙	+9	Charisma

Saving Throw Modifiers

+3 Bonus on saves
Advantage on STR while withdrawn into your shell
Advantage on CON while withdrawn into your shell
Disadvantage on DEX while withdrawn into your shell

SAVING THROWS

○	+0	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+7	Athletics	STR
○	+3	Deception	CHA
○	-1	History	INT
○	+0	Insight	WIS
Ⓟ	+6	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+3	Perception	WIS
○	+3	Performance	CHA
Ⓔ	+9	Persuasion	CHA
Ⓟ	+2	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
Ⓟ	+3	Survival	WIS
○			
○			
○			

SKILLS

+0
INITIATIVE

ARMOR
19
CLASS

Immunities - Disease
DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
68		--

HIT POINTS

Total 8d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== TOOLS ===
Vehicles (Land), Vehicles (Water)

=== LANGUAGES ===
Aquan, Common

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 14).

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 • 40 / Long Rest
You have a pool of healing power that can restore 40 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 ===
Channel Divinity: Vow of Enmity

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+6 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Javelin	+7	1d6+6 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+8	1d8+7 Slashing	Martial, Versatile
Morningstar	+7	1d8+6 Piercing	Martial
Warhammer, +1	+8	1d8+7 Bludgeoning	Martial, Versatile
Unarmed Strike	+7	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Tortle	Marine
	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 40 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: 40 / 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 14, Spell Attack +6). 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.

| 2 / Long Rest • 1 Bonus Action

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

* Sacred Oath • PHB 85

| Oath of Vengeance

| Channel Divinity: 1 / Short Rest • 1 Action

* Channel Divinity • PHB 88
You gain two Channel Divinity options:

Abjure Enemy. As an action, you can choose one creature within 60 ft. of you that you can see to make a WIS saving throw (14). Fiends and undead have disadvantage on this saving throw. On failure, the creature is frightened and its speed is reduced to 0 (and it can't benefit from bonuses to speed) for 1 minute or until it takes any damage. On success, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Enmity. As a bonus action, you can choose a creature you can see within 10 ft. of you and gain advantage on attack rolls against it for 1 minute or until it drops to 0 HP or falls unconscious.

| Channel Divinity: Abjure Enemy: 1 Action

| Channel Divinity: Vow of Enmity: 1 Bonus Action

* Oath Spells • PHB 88
You gain oath spells based on your level that are always prepared and don't count against your daily number of prepared spells.

* 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

* Aura of Protection • PHB 85
While you are conscious, you grant all friendly creatures (including you) within 10 ft. a +3 bonus to all saving throws.

* Relentless Avenger • PHB 88
When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction without provoking opportunity attacks.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	2

WEIGHT CARRIED	79.64 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

NAME	QTY	WEIGHT
Shield	1	6 lb.
Dagger	1	1 lb.
Javelin	4	8 lb.
Morningstar	1	4 lb.
Longsword, +1	1	3 lb.
Warhammer, +1	1	2 lb.
Potion of Healing (Greater)	1	0.5 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.
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.
Amulet of the Devout, +1	1	--
Goggles of Night	1	--
Platinum Ring (50 gp)	2	--

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

EQUIPMENT

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Xelbuk Stoneshell

CHARACTER NAME

Paladin 8 [Oath of Vengeance]

CLASS & LEVEL

PLAYER NAME

Tortle

RACE

Marine

BACKGROUND

EXPERIENCE POINTS

| Special

=== TORTLE RACIAL TRAITS ===

* Claws • TTP
Your claws are natural weapons that deal 1d4 + STR modifier slashing damage, instead of the normal bludgeoning damage for an unarmed strike.

| 1 Action

* Hold Breath • TTP
You can hold your breath for up to 1 hour at a time.

* Natural Armor • TTP
Your shell gives you a base AC of 17 (your DEX modifier does not apply). You can use a shield and apply its bonus as normal.

* Shell Defense • TTP
As an action, you can withdraw into your shell to gain a +4 bonus to AC and advantage on STR and CON saving throws. While in your shell, you are prone, your speed is 0, you have disadvantage on DEX saving throws, and you can't take reactions. You can emerge from your shell as a bonus action.

| 1 Action

* Survival Instinct • TTP
You gain proficiency in the Survival skill.

=== FEATS ===

* Skill Expert • TCoE 80
You gain proficiency in a skill. You also gain expertise in a skill which you are already proficient in.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Xelbuk Stoneshell

CHARACTER NAME

Male	22	Medium	5' 7"	472
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Khita	Black	Red	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I speak rarely but mean every word I say.
I am dependable.

PERSONALITY TRAITS

Code. The marines' code provides a solution for every problem, and following it is imperative. (Lawful)

IDEALS

I. Will. Finish. The. Job.

BONDS

I hold grudges and have difficulty forgiving others.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Paladin

SPELLCASTING CLASS

CHA	15	+7
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 15	1BA	Self	V	Concentration, up to 1 minute	PHB 289	D: 1m, V
O	Compelled Duel <C>	Paladin	WIS 15	1BA	30 ft.	V	Concentration, up to 1 minute	PHB 224	D: 1m, V
P	Bane <C>	Paladin (Always Prepared)	CHA 15	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
P	Hunter's Mark <C>	Paladin (Always Prepared)	--	1BA	90 ft.	V	Concentration, up to 1 hour	PHB 251	Ext. D: (See Description)*, D: 1h, V
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 15	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 15	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Thunderous Smite <C>	Paladin	STR 15	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 ===	3 Slots OOO							
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	Warding Bond	Paladin	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
P	Hold Person <C>	Paladin (Always Prepared)	WIS 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
P	Misty Step	Paladin (Always Prepared)	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Aid	Paladin	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
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 15	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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