D&D BEYOND

Ethryn Doballath

CHARACTER NAME

Paladin 2	
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

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
20		--

HIT POINTS

Total 2d10

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 • 10 / Long Rest
You have a pool of healing power that can restore 10 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
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.

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 2		
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 10 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: 10 / 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

=== 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	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	Chain Mail	1	55 lb.	Tinderbox	1	1 lb.
	Halberd	1	6 lb.	Torch	5	5 lb.
SP 0	Javelin	5	10 lb.	Waterskin	1	5 lb.
	Quarterstaff	1	4 lb.	Whetstone	1	1 lb.
EP 0	Spear	1	3 lb.	Flask or Tankard	1	1 lb.
	Amulet	1	1 lb.			
GP 0	Backpack	1	5 lb.			
	Bedroll	1	7 lb.			
PP 5	Clothes, Traveler's	1	4 lb.			
	Mess Kit	1	1 lb.			
WEIGHT CARRIED 139.1 lb.	Navigator's Tools	1	2 lb.			
ENCUMBERED 240 lb.	Oil (flask)	3	3 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	Rations (1 day)	10	20 lb.			
PUSH/DRAG/LIFT 480 lb.	Rope, Silk (50 feet)	1	5 lb.			
	Soap	1	--			

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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D&D BEYOND

Paladin	CHA	13	+5
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 ===	2 Slots OO							
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
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

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