

Gottlob Graal

CHARACTER NAME

10 Paladin of the Watchers

LEVEL & CLASS

Alex

PLAYER NAME

Far Traveler

BACKGROUND

Satyr

RACE

64,000

EXPERIENCE

85,000

Next Level

STRENGTH

+1

12

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

-1

9

WISDOM

+1

12

CHARISMA

+5

20

+7 STR ☐ +5 INT
+9 DEX ☐ +11 WIS
+12 CON ☒ +15 CHA

RESISTANCES

Immune to disease and frightened;
Adv. on saves vs. magic

SAVING THROWS

+3 Acrobatics (Dex)
+1 Animal Handling (Wis)
-1 Arcana (Int)
+5 Athletics (Str)
+5 Deception (Cha)
-1 History (Int)
+5 Insight (Wis)
+9 Intimidation (Cha)
-1 Investigation (Int)
+1 Medicine (Wis)
-1 Nature (Int)
+5 Perception (Wis)
+9 Performance (Cha)
+9 Persuasion (Cha)
-1 Religion (Int)
+3 Sleight of Hand (Dex)
+3 Stealth (Dex) [disadv.]
+1 Survival (Wis)
Tool

SKILLS

84

MAXIMUM
HIT POINTS

+4

PROFICIENCY
BONUS

20

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+7

INITIATIVE

SUCCESSSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

10 d10+2

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE

Divine Sense

MAX

6

RECOVER

LR

USED

Lay on Hands

50

LR

Channel Divinity

1

SR

Channel Divinity: Harness Divine Power

2

LR

Amulet of the Devout +2 (Channel Divinity)

1

Dawn

LIMITED FEATURES

ACTIONS

Attack (2 attacks per action)

BONUS ACTIONS

Channel Divinity: Harness Divine Power

REACTIONS

Divine Sense

Lay on Hands

Channel Divinity: Abjure the Extraplanar

Channel Divinity: Watcher's Will

ACTIONS

ATTACK NAME

Satyr Headbutt

PROF ABILITY

✓ Str

RANGE

Melee

TO HIT

+5

DAMAGE

1d4+1

DAMAGE TYPE

Bludgeoning

DESCRIPTION

Rapier

✓ Dex

Melee

+7

1d8+3

Piercing

Finesse

ATTACKS: WEAPONS & CANTRIPS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

Paladin (Oath of the Watchers), level 10:

- Divine Sense (Paladin 1, PHB 84) [1 + Charisma modifier per long rest]
As an action, I sense celestials/fiends/undead/consecrated/desecrated within 60 ft
Until the end of my next turn, I sense the type/location if it is not behind total cover
- Lay on Hands (Paladin 1, PHB 84) [50× per long rest]
As an action, I can use points in my pool to heal a touched, living creature's hit points
I can neutralize poisons/diseases instead at a cost of 5 points per affliction
- Divine Smite (Paladin 2, PHB 85)
When I hit a melee weapon attack, I can expend a spell slot to do +2d8 radiant damage
This increases by +1d8 for each spell slot level above 1st and +1d8 against undead/fiends
- Blessed Warrior Fighting Style (Paladin 2, TCoE 52)
I learn two cleric cantrips that count as paladin spells for me and use Cha for spellcasting
Whenever I gain a paladin level, I can swap one of these for another cleric cantrip
- Spellcasting (Paladin 2, PHB 84)
I can cast prepared paladin spells, using Charisma as my spellcasting ability
I can use a holy symbol as a spellcasting focus for my paladin spells
- Divine Health (Paladin 3, PHB 85)
I am immune to disease, thanks to the power of my faith
- Channel Divinity (Paladin 3, PHB 85) [1× per short rest]
• Channel Divinity: Abjure the Extraplanar (Oath of the Watchers 3, TCoE 55)
As an action, all aberration, celestial, elemental, fey, fiend in 30 ft must make Wis save
Succeeds if it can't hear me; On fail, turned for 1 minute or until it takes any damage
Turned: move away, never within 30 ft of me, no reactions or actions other than Dash
Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds
- Channel Divinity: Watcher's Will (Oath of the Watchers 3, TCoE 55)
As an action, Cha mod of creatures I see in 30 ft adv. on Int/Wis/Cha saves for 1 min
- Aura of Protection (Paladin 6, PHB 85) [10-foot aura]
While I'm conscious, allies within range and I can add my Cha mod (min 1) to saves
- Aura of the Sentinel (Oath of the Watchers 7, TCoE 55) [10-foot aura]
If I'm not incapacitated, chosen creatures in range and I add my Prof Bonus to Initiative
- Aura of Courage (Paladin 10, PHB 85) [10-foot aura]
While I'm conscious, allies within range and I can't be frightened

CLASS FEATURES

I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own.

PERSONALITY TRAITS

Suspicious: I must be careful, for it is difficult to tell friend from incurring foe.

IDEALS

My freedom is my most precious possession. I'll never let anyone take it from me.

BONDS

I easily flee from situations that I shouldn't, or try to talk my way out even when it's clear that I should fight.

FLAWS

Feature Name: **All Eyes on You**

My accent, mannerisms, figures of speech all mark me as foreign. Curious glances are directed my way wherever I go. A nuisance, but I also gain the friendly interest of the curious. I can parley this attention into access I might not otherwise have, for me and my companions. Nobles, scholars, merchants, and guilds, might be among the interested.

BACKGROUND FEATURE

Satyr (+1 Dexterity, +2 Charisma)

Fey: My creature type is fey, rather than humanoid.

Ram: I can use my head for unarmed strikes that deal 1d4 bludgeoning damage.

Magic Resistance: I have advantage on saves against spells and other magical effects.

Mirthful Leaps: Whenever I make a long or high jump, I can roll a d8 and add the number rolled to the number of feet I cover, even when making a standing jump. This extra distance costs movement as normal.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL

EQUIPMENT

ATTUNED MAGICAL ITEMS

SUBTOTAL

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

CARRYING CAPACITY

180 lb

PUSH/DRAW/LIFT

181 - 360 lb

- **Additional Paladin Spells (Optional Paladin 2, TCoE 52)**
- **Channel Divinity: Harness Divine Power (Optional Paladin 3, TCoE 52)** [2x per long rest]
 As a bonus action, I can expend a use of my channel divinity to regain one used spell slot. The level of this spell slot can be no more than half my Proficiency Bonus (rounded up). I can only do this so many times per long rest, even if I have uses of channel divinity left.

NOTES

[illegible]

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: Resilient [Constitution] [PHB 168]

I gain proficiency with Constitution saving throws. [+1 Constitution]

FEAT:

FEAT:

FEAT:

MAGIC ITEM: **Amulet of the Devout** +2 [TCoE 119] ● Attuned

This amulet bears the symbol of a deity inlaid with precious stones or metals. While I wear this holy symbol, I gain a +2 bonus to spell attack rolls and saving throw DCs of my spells. Once per dawn, it allows me to use my Channel Divinity feature without expending one of the feature's uses.

MAGIC ITEM: Cloak of Protection [DMG 159] ● Attuned

While I wear this cloak, I gain a +1 bonus to AC and saving throws.

MAGIC ITEM: ☐ Attuned

MAGIC ITEM: ☐ AttunedMAGIC ITEM: ☐ Attuned



Gottlob Graal

CHARACTER NAME

M	66	Medium	5'11"	150 lbs
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good		gray-beige	gray-yellow	reddish-tan
ALIGNMENT	FAITH	HAIR	EYES	SKIN

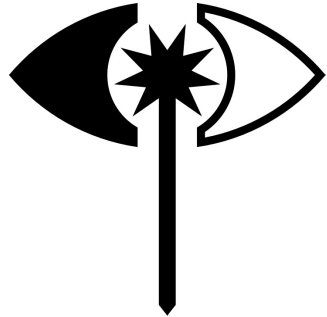
CHARACTER PORTRAIT

The watchers of the unblinking patrol protect Waterdeep and the surrounding area from low to medium level threats from extraplanars, including cambia, succubi, minor hags, and the occasional vengeful dryad. They are modestly successful, never wanting for work in this city suffused with magic, and number between a half and full dozen at any given time. They rent a well-apportioned apartment above a potion shop to use as their headquarters.

Gottlob is close with a senior member (cleric of Helm) as well as the "commander", another watchers' oath paladin, who is skilled in leadership rather more than in battle.

ORGANIZATION

The Unblinking Patrol



SYMBOL

ALLIES & ORGANIZATIONS

5'10", thinning half-gray hair, a reddish complexion, makes every motion with an abundance of energy.

APPEARANCE

Comfortable

LIFESTYLE

DAILY PRICE

2 gp

Sylas Grimbriar of the Bleeding Grove. Grimbriar is a cheating bastard who does nothin' but trick hapless wanderers into owing him their lives' savings so he can extort them into doing his bidding. I don't know what his bidding is, and I don't intend to find out. Well, maybe I should have found out...

ENEMIES

Gottlob Graal is a level-[five,ten] Watchers' Oath paladin, a satyr, bent on avoiding a faery card sharp he pissed off years ago during a regular visit to the Feywild. He fled that plane and his native Chondalwood for Waterdeep, half a continent away, where he took up defenses against any and all extraplanar pursuers. At first he just wanted to avoid his creditor, but later, finding purpose and fraternity in the city as never before, the satyr began to feel at home. A jovial fellow, Gottlob is energetic in his late middle-age, but finds the reckless carousing of his youth a bit beyond him now.

"The last time I really partied, you know, I wound up in debt to an Unseelie courtier! Sylas Grimbriar of the Bleeding Grove... hmm, but there's no sense worrying about that sort of thing, my friend!"

Upon leaving Chondath, Gottlob found himself heading West until he could do so no more. Thereupon, he was in Waterdeep. The satyr decided he would find a place to sleep, but instead found the bottoms of some tankards, alongside a couple of Watchers' paladins— out for some merry-making themselves— who became very interested in this strange, cloven-hoofed man and his experiences in the Feywild. With so little coin weighing in his pockets and his stomach grumbling for something richer than mead, the offer they made him at the end of the night— of help staying hidden and a job that payed— was too good to turn down.

In the few intervening years, Gottlob took the oath of their little order, the Unblinking Patrol, and showed natural talent, quickly becoming a formidable and knowledgeable member. He's since remained in Waterdeep, living well, but always keeping an eye over his shoulder in case Lord Grimbriar— or one of his lackeys— ever manages to track him down.

CHARACTER HISTORY

Gottlob Graal

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○	○ ○	○						
○ ○	○	○						

SPELL SLOTS

PALADIN SPELLS

Charisma

SPELLCASTING ABILITY

10

TO PREPARE

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
⚡ Thaumaturgy	Minor wonder; my voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	—	Trans	1 a	30 ft	V	1 min (D)	P	282
⚡ Toll the Dead	1 crea save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
⊕ Alarm (R)	Door, window, or 20-ft cube area; audible (60 ft) or mental alarm (1 mile) if undesignated crea enters	—	Abjur	1 min	30 ft	V,S,M	8 h	P	211
○ Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
○ Ceremony (R)	Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Instantaneous	X	151
○ Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
○ Compelled Duel	1 crea save or dis. on attacks vs. not-me and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min	P	224
○ Cure Wounds	1 living creature heals 1d8+1d8/SL+5 (Cha) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
○ Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
⊕ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
○ Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
○ Divine Favor	My weapon attacks deal an +1d4 Radiant damage for the duration	—	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234
○ Heroism	1+1/SL crea immune to fear, gain+5 (Cha) temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	P	250
○ Prot. from Evil/Good	1 crea immune fear/charm/possession by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
○ Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
○ Searing Smite	Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites: start of turn save to end or 1d6 dmg	Con	Evoc	1 bns	Self	V	Conc, 1 min	P	274
○ Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275
○ Thunderous Smite	Next melee weapon hit +2d6 Thunder dmg and save or 10 ft push and prone; audible in 300 ft	Str	Evoc	1 bns	Self	V	Conc, 1 min	P	282
○ Wrathful Smite	Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save	Wis	Evoc	1 bns	Self	V	Conc, 1 min	P	289

2ND LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Aid	3 creatures gain 5+5/SL current HP and HP max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P	211
○ Branding Smite	Next weapon hit +2d6+1d6/SL Radiant dmg; invisible target becomes visible for spell duration	—	Evoc	1 bns	Self	V	Conc, 1 min	P	219
○ Find Steed	Gain the services of a steed; communicate with each other telepathically; share spells with it; see book	—	Conj	10 min	30 ft	V,S	Instantaneous	P	240
○ Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	—	Necro	1 a	Touch	V,S,M	10 days	P	245
○ Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
○ Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
○ Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	—	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
⊕ Moonbeam	5-ft rad 40-ft high all enter/start turn 2d10+1d10/SL Radiant dmg; save half; 1 a move it 60 ft; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
○ Prayer of Healing	6 living creatures heal 2d8+1d8/SL+5 (Cha) HP	—	Evoc	10 min	30 ft	V	Instantaneous	P	267
○ Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
⊕ See Invisibility	See invisible/ethereal creatures and objects as if they were visible; ethereals are ghostly, translucent	—	Div	1 a	Self	V,S,M	1 h	P	274
○ Warding Bond	1 crea +1 AC, +1 saves, resistance all dmg; if takes dmg I take same dmg; ends if >60 ft away (100gp)	—	Abjur	1 a	Touch	V,S,M†	1 h (D)	P	287
○ Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

3RD LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Aura of Vitality	As a bonus action for the duration, I can heal 2d6 HP to 1 creature in range (can be me)	—	Evoc	1 a	S:30-ft rad	V	Conc, 1 min	P	216
○ Blinding Smite	Next melee weapon hit +3d8 Radiant dmg; save or blinded; extra save at end of every turn	Con	Evoc	1 bns	Self	V	Conc, 1 min	P	219
⊕ Counterspell	Stop a spell being cast; if above SL of this spell, make DC 10+SL Charisma check (+5)	—	Abjur	1 rea	60 ft	S	Instantaneous	P	228
○ Create Food and Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoid or 5 steeds for 24h	—	Conj	1 a	30 ft	V,S	Instantaneous	P	229
○ Crusader's Mantle	Me and allies in range deal extra 1d4 Radiant dmg with weapon attacks	—	Evoc	1 a	S:30-ft rad	V	Conc, 1 min	P	230
○ Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
○ Dispel Magic	Dispel all magical effects on crea or object; if above this SL, DC 10+SL Charisma check (+5)	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
○ Elemental Weapon	+1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; SL5: +2/+2d4, SL7: +3/+3d4	—	Trans	1 a	Touch	V,S	Conc, 1 h	P	237
○ Magic Circle	Celest., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura; see B (100gp cons.)	—	Abjur	1 min	10 ft	V,S,M†	1 h	P	256
⊕ Nondetection	1 crea or object up to 10 cu ft hidden from all divination magic (25gp cons.)	—	Abjur	1 a	Touch	V,S,M†	8 h	P	263
○ Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
○ Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
○ Spirit Shroud	My atks +1d8+1d8/2SL Cold/Necro/Radiant dmg, no heal until next turn; any crea I see -10 ft spd	—	Necro	1 bns	S:10-ft rad	V,S	Conc, 1 min	T	108

(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	SOURCES ('B' COLUMN)
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	AI Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range	FD Fizban's Treasury of Dragons
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	MT The Book of Many Things
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	P Player's Handbook
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	PS Planescape - Sigil and the Outlands
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	RF Rime of the Frostmaiden
atk	Attack (roll)	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SC Strixhaven: A Curriculum of Chaos
chk/check	Ability check	obsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting	SJ Spelljammer - Astral Adventure Guide
CL	Character Level	rnd	Round(s)	M̄	Material component is costly and is consumed upon casting	SR System Reference Document
Conc, 1 min	Concentration, up to 1 minute	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware	T Tasha's Cauldron of Everything
GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET						UA Unearthed Arcana
						W Explorer's Guide to Wildemount
						X Xanathar's Guide to Everything