

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

RESISTANCES

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

SAVING THROWS

SKILLS

- +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

84 MAXIMUM HIT POINTS

+4 PROFICIENCY BONUS

20 ARMOR CLASS

Temporary Hit Points: _____

Current Hit Points

+7 INITIATIVE

SUCCESSES: ○○○○

FAILURES: ○○○○

DEATH SAVES

LEVEL: 10 DIE: d10+2 USED: _____

HIT DICE

ENCUMBERED: 25 ft

35 ft SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Divine Sense	6	LR	
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	

ARMOR

AC	DESCRIPTION
15	Armor: Half Plate
2	Shield: yep
2	Dex: <input checked="" type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
1	Magic: Cloak of Protection
	Misc: _____
	Misc: _____

INSPIRATION

19 ABILITY SAVE DC CHARISMA

PROFICIENCIES

ARMOR: Light Medium Heavy Shields

WEAPONS: Simple Martial Other Weapons: _____

LANGUAGES: Common, Sylvan, Undercommon

TOOLS & OTHERS: Ocarina, Snare Drum

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
Attack (2 attacks per action)	Channel Divinity: Harness Divine Power	
Divine Sense		
Lay on Hands		
Channel Divinity: Abjure the Extraplanar		
Channel Divinity: Watcher's Will		

15 PASSIVE WISDOM (PERCEPTION)

SENSES

AMMUNITION

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AMMUNITION

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Satyr Headbutt	✓	Str	Melee	+5	1d4+1	Bludgeoning
Rapier	✓	Dex	Melee	+7	1d8+3	Piercing
Finesse						



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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

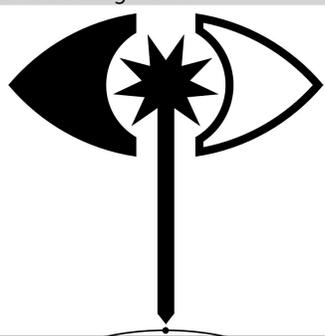
CHARACTER PORTRAIT

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 Grinbriar of the Bleeding Grove. Grinbriar 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 Grinbriar 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 Grinbriar— 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.
WILL 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
WILL 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/possess 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,Mf	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	Celes., 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	Ablity 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)	Mi	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
						UA Unearthed Arcana
						W Explorer's Guide to Wildemount
						X Xanathar's Guide to Everything

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET