

## TARYM

Paladin Level 5—Oath of Division  
Hill Giant (f) | Charlatan

### ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	10 (+0)	8 (−1)	12 (+1)	13 (+1)

### PROFICIENCIES

**Proficiency Bonus** +3

**Saves** Wis +4, Cha +4

**Skills** Deception +4, Intimidation +4, Persuasion +4,  
Sleight of Hand +4

**Senses** passive Perception 11

**Weapons** simple weapons, martial weapons

**Armors** all armor, shields,

**Tools** disguise kit, forgery kit

**Languages** Grovish

### COMBAT

**HP Max** 43; **HD** 5d10 (1d10 x Level)

**Initiative** +1; **Speed** 30 ft.

**AC** 17 (chain mail 16, Dex +0, Defense +1)

**Heavy crossbow.** *Ranged:* +4 (1d10+1 piercing;  
ammunition (range 100/400), heavy, loading, two-  
handed)

**Greatsword.** *Melee:* +7 (2d6+4 slashing; heavy, two-  
handed)

**Dagger.** *Melee:* +7 (1d4+4 piercing; finesse, light,  
thrown (range 20/60))

### SPELLS

**Spellcasting Ability** Charisma

**Spells Save DC** 12; **Spells Attack Bonus** +4

**Daily Spells to prepare** 3; **Slots** 4 / 2

—Lvl 1: *detect evil and good, divine favor, heroism, shield of faith*

—Lvl 2: *branding smite, magic weapon*

### FEATURES & TRAITS

Divine Sense (2/long rest)

Lay on Hands (25 hp)

Fighting Style (Great Weapon)

Divine Smite (+xd8)

Division (Choose Pos/Neg)

Tenets of Division

Channel Divinity (list both)

Extra Attack (+1 Atk/round)

Elemental Beginnings: Bludgeoning (resist)

Contact Damage: Bludgeoning (petrified)

Chaotic Surge

Nothing to See Here

False Identity

## EQUIPMENT

Heavy crossbow, greatsword, dagger, chain mail, disguise kit, holy symbol/emblem, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hemp 50 feet, clothes/fine, con tools, belt pouch  
**Equipment weight** 148 lb - **Cost** 247 gp

**Coins** 15 gp **weight** 0.15 lb

### CHARACTER

**Height** Medium / 6 ft / 250 lb.; **Age** 17 years

**Eyes** blue; **Skin** tanned; **Hair** strawberry blond

**Appearance** Tall, sturdy, and muscular, Tarym always wears her chainmail and carries her greatsword. Her strawberry blond hair is worn in a single, thick braid.

**Personality traits** Each day when I determine the balance of my oath, the result determines who I am for the day, not just what I do.

**Ideals Independence.** I am a free spirit—no one tells me what to do. (Chaotic)

**Bonds** Long ago, my family and my mentor tried to force me to choose between them, and the variability in my choices each day comes from my desire to never permanently choose.

**Flaws** I will go to extremes to avoid breaking my oath, even if it means losing the day.

### Background Charlatan

**Character Backstory** In her youth, Tarym was torn between family and the craft she wanted to pursue. When everything fell apart and she was given an ultimatum, something froze inside her. She refused to make a permanent choice, so she became a division paladin—doomed to choose every single day but blessed with the knowledge that choice doesn't have to last beyond the one day. This way of thinking is not embraced in many places, so she found herself walking the docks of Marauder's Cove.

**Allies & Organizations** hill giants, mountain giants, division paladins, destruction paladins

RACE FEATURES

**Elemental Beginnings.** Resistant to bludgeoning damage.

**Contact Damage.** When any creature that is not of your subrace or an Elementalist of the same resistance touches you, the creature takes 1d6 bludgeoning damage.

This is a passive effect. However, using a contact action in combat requires the creature to make a saving throw—**DC 9**. On a successful save, the creature takes 1d6 damage per your level. On a failed save, the creature is also petrified for three rounds. This can only be used as an action once per long rest.

**Chaotic Surge.** The element within you is untamed. In stressful situations, it may lash out unexpectedly. You cannot control this effect. When the DM determines you are stressed enough to possibly cause a surge, you must pass a **DC 15 Constitution Saving Throw**.

ROLL	EFFECT
15 or higher	There is a minor but noticeable burst of your type of energy. This causes no damage.
10 to 14	A burst of your type of energy in a 2-foot radius causes 1d4 damage to all creatures or items you are currently touching. On a successful <b>DC 5 Constitution</b> save, they take half damage.
6 to 9	A burst of your type of energy in a 5-foot radius causes 1d4 damage to all creatures and items in the area. On a successful <b>DC 10 Constitution</b> save, they take half damage.
5 or lower	A burst of your type of energy in a 10-foot radius causes 2d4 damage to all creatures or items in the area. On a successful <b>DC 10 Constitution</b> save, they take half damage. On a failed save, they also receive the associated condition for one turn.

**Nothing to See Here.** In certain circles, you may be able to put people at ease by hiding your Giant nature from them. Just hope your surge doesn't manifest while you're pretending to be Regular Human Gal.

CLASS FEATURES

**Divine Sense.** The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any gods or evil beings within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity.

**Lay on Hands.** Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore **25 hit points**.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it.

This feature has no effect on undead and constructs.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Divine Smite.** Starting at 2nd level, when you hit a creature with a melee weapon attack, you can deal radiant damage to the target once per day, in addition to the weapon's damage. The extra damage is 2d8 at 1st level, plus 1d8 for each odd level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead.

**Divine Health.** Immune to disease.

**Extra Attack.** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Paladin Oath: Division

When you prepare your spells for the day, you must determine if you will be leaning toward devotion or toward destruction that day. You may choose, the DM may choose, or you may roll to determine which.

ROLL D4	SPELLS
1 or 3	Twisted (Destruction)
2 or 4	Regular (Devotion)

Keep a close tally of which you use, because if you begin to lean one way or the other, your oath will be broken.

**Tenets of Division.** Though the exact words and strictures of the Oath of Division vary, paladins of this oath share these tenets.

***Liberty.*** Fight for freedom of life and choice—others' and your own.

**Balance.** There is always good and evil, and it should remain balanced rather than teetering to one side or the other.

**Chance.** For good or ill, your actions are determined by chance each day.

**Discipline.** Once your path has been chosen for the day, you will follow its ideals no matter the cost.

**Duty.** Be responsible for your actions and their consequences, protect those entrusted to your care, obey those who have just authority over you, but show no mercy and sow destruction when necessary.

**Channel Divinity.** When you take this oath at 3rd level, you gain the two Channel Divinity options of Devotion or Destruction, depending on whether you have prepared regular or *twisted* spells for the day.

**Devotion: Sacred Weapon.** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Devotion: Turn the Unholy.** As an action, you present your holy symbol and speak a prayer censuring fire and air elementals and undead, using your Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

**Division: Sacred Weapon.** As an action, you can imbue one weapon that you are holding with negative energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also oozes a dark fog in a 20-foot radius. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Division: Turn the Unholy.** As an action, you present your holy symbol and speak a prayer censuring earth and water elementals and fey, using your Channel Divinity.

Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Background: Charlatan**

**Favorite Schemes.** I put on new identities like clothes.

**False Identity.** You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

## SPELLS

### LEVEL 1

#### Detect Evil and Good

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

For the duration, you know if there is an elemental or magical creature or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

#### Divine Favor

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

☞ **Twisted** Your prayer empowers you with divine necrosis, and your weapon attacks deal an extra 1d4 necrotic damage on a hit.

### Heroism

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

☞ **Twisted** Instead of bravery, the creature is imbued with cowardice. It loses temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, temporarily lost hit points are restored.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### Shield of Faith

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (a small parchment with a bit of holy text written on it)

**Duration:** Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

☞ **Twisted** A dark haze appears and surrounds a creature of your choice within range, causing a loss of 2 AC for the duration.

## LEVEL 2

### Branding Smite

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's

invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

☞ **Twisted** This spell deals necrotic damage instead of radiant damage.

### ☞ Magic Weapon

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.