

3 LEVEL

Name: Gale Stoneshield Player: _____
 Class: Paladin
 Race: Mountain Dwarf Background: Soldier
 Gender: F Size: Med Height: 5'3 Weight: 180 lbs.
 Age: 61 Hair: Brown Eyes: Brown Alignment: LG



ABILITIES

Ability	Modifier	Saving Throw
17 STR STRENGTH	+3	+3
12 DEX DEXTERITY	+1	+1
15 CON CONSTITUTION	+2	+2
8 INT INTELLIGENCE	-1	-1
10 WIS WISDOM	+0	+2
14 CHA CHARISMA	+2	+4

SENSES

PASSIVE PERCEPTION 10 = 10 + Perception Skill
 Darkvision 60 ft.

COMBAT



NATURAL AC (No ARMOR) 11

6 Armor Bonus	<u>Chain Mail</u>
+ Shield Bonus	
+ Dexterity Modifier	<input type="checkbox"/> Medium Armor (Max Bonus =2) <input type="checkbox"/> Stealth Disadv.
+ Spell Modifier	<input checked="" type="checkbox"/> Heavy Armor (No Dex Bonus)
+ Item Modifier	
+ Misc Bonus	Defense Fighting Style

SANITY
 Maximum Sanity 10 Current Sanity 0
 8 + Proficiency Bonus

PROFICIENCY BONUS
 INSPIRATION

ABILITY SAVE DC
 8 + Cha + Prof Bonus 12 8 + Con + Prof Bonus 12

Saving Throw Advantages/Disadvantages
 Adv. vs. poison; Immune to disease

SPECIAL FEATURES

Feature	Max Use	Recovery	Used
Divine Sense	3	Long Rest	
Lay on Hands	25 hp.	Long Rest	
Channel Divinity	1	Short Rest	

SKILLS

Bonus	Skill Name	Proficient
+1	Acrobatics (Dex)	<input type="radio"/>
+0	Animal Handling (Wis)	<input type="radio"/>
-1	Arcana (Int)	<input checked="" type="radio"/>
+5	Athletics (Str)	<input checked="" type="radio"/>
+2	Deception (Cha)	<input checked="" type="radio"/>
-1	History (Int)	<input type="radio"/>
+0	Insight (Wis)	<input type="radio"/>
+4	Intimidation (Cha)	<input type="radio"/>
-1	Investigation (Int)	<input type="radio"/>
+0	Medicine (Wis)	<input type="radio"/>
-1	Nature (Int)	<input type="radio"/>
+0	Perception (Wis)	<input checked="" type="radio"/>
+2	Performance (Cha)	<input type="radio"/>
+4	Persuasion (Cha)	<input type="radio"/>
+1	Religion (Int)	<input type="radio"/>
+1	Sleight of Hand (Dex)	<input type="radio"/>
+1	Stealth (Dex)	<input type="radio"/>
+0	Survival (Wis)	<input checked="" type="radio"/>

+1 INITIATIVE

Dex	Misc	BASE SPEED	ENCUMBERED
1	+	25	25

HIT POINTS

Max HP 30
 RESISTANCES (HALF DAMAGE)
 Poison

Wounds

Temporary HP

Level	Die Type	Con	#Used
H I T D I C E	3	d10	+ 2

Recover half of your maximum hit dice after a Long Rest

DEATH SAVES (DC 10)
 Survive
 Perish

ATTACKS

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Greataxe	<input checked="" type="checkbox"/>	Melee	+5	1d12+3	Slashing
Special: Heavy, Two-Handed					
Shortbow	<input checked="" type="checkbox"/>	80/320 ft.	+3	1d6+1	Piercing
Special: Ammunition, two-handed					
Special:					
Special:					
Special:					

ACTIONS

Base Actions	Bonus Actions
Attack / Cast a Spell Dash / Disengage / Dodge Escape Grapple / Help / Hide Ready / Search / Use Object As 1 att: Disarm / Grapple / Shove Divine Sense (1 x per long rest)	Lay on Hands Channel Divinity: Sacred Weapon Channel Divinity: Turn the Unholy
	Reactions
	Opportunity Attack

RACIAL FEATURES

Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

CLASS FEATURES

Divine Sense (Paladin 1, PHB 84) [1 + Charisma modifier per long rest]
 As an action, I sense celestials/fiends/undead within 60 ft
 Until the end of my next turn, I sense the type/location if not behind total cover
 Lay on Hands (Paladin 1, PHB 84) [15x per long rest]
 I can neutralize poisons/diseases instead at a cost of 5 points per affliction
 Divine Smite (Paladin 2, PHB 84)
 When I hit in melee, I can expend spell slots to do 2d8 extra radiant damage
 This increases by 1d8 for each slot lvl above 1st and 1d8 against undead/fiends
 Channel Divinity: Sacred Weapon (Oath of Devotion 3, PHB 86)
 As an action, for 1 minute, I add my Cha modifier to hit for one held weapon.
 It counts as magical and emits bright light in a 20-ft radius and equal dim light.
 Channel Divinity: Turn the Unholy (Oath of Devotion 3, PHB 86)
 All fiends/undead within 30 ft that can hear me must make a Wis save
 If one of them fails, it is turned for 1 minute or until it takes damage.
 Divine Health (Paladin 3, PHB 85): I am immune to disease.

PROFICIENCIES

ARMOR: LIGHT MEDIUM HEAVY SHIELDS
 WEAPON: SIMPLE MARTIAL OTHER:

<u>LANGUAGES</u>	<u>TOOLS</u>
Common _____	Dragonchess Set _____
Dwarvish _____	Vehicles (land) _____
_____	Smith's tools _____

EQUIPMENT

ADVENTURING GEAR

NAME	#	WT.
Common Clothes / Soldier's Tunic		
Belt Pouch		
Backpack / Bedroll		
Climber's Kit / Tinderbox		
10 days of rations / Waterskin		
50' Rope		
Holy Symbol of Celestia		
Magnifying Glass		

ATTUNED MAGIC ITEMS (MAX OF 3)	WT.

PERSONALITY TRAIT

I can stare down a hell hound without flinching.

IDEAL

Greater Good: Our lot is to lay down our lives in defense of others.

BOND

I am a member of the Morningmist Family Guard. I am on the run with Lady Ariel and have sworn myself to her protection.

FLAW

My mistakes caused the capture of my family. I will never admit that to anyone and will go through great lengths to hide my inadequacies.

BACKGROUND FEATURE

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.

FEATS

FEAT: _____

FEAT: _____

FEAT: _____

FEAT: _____

PLATINUM = 10 GP	GOLD = 10 GP	ELECTRUM = 10 SP	SILVER = 10 CP	COPPER
<input type="text"/>	<input type="text" value="20"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

LIFESTYLE: _____ DAILY EXPENSES: _____

NAME	#	WT.
Mithral Chainmail		

OTHER VALUBLES

TOTAL WT.	ENCUMBERED	HEAVILY ENC.	PUSH/LIFT
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	=Str x 5 -10 Spd.	=Str x 10 -20 Spd.	=(Str x 15)-30 Spd.= 5 ft.