

CHARACTER NAME

1 Paladin

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

0

CONSTITUTION

15

+2

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +2 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

18

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 12

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I idolize a particular hero of my faith, and constantly refer to that person's deeds and examples.  
I quote sacred texts and proverbs.

PERSONALITY TRAITS

Tradition, The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+5

1d8+3

Javelins

+5

1d6+3

Battleaxe, slashing, Versatile, 4 lbs.

5 x Javelin, Piercing, 30 / 120, 10 lbs.

Chainmail, AC 16, 55 lbs.

Shield, +2 AC, 6 lbs.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common, Dwarvish  
All Armor  
Shields  
Simple & Martial Weapons

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Holy Symbol  
5 x Sticks Insense  
Prayer Book & Vestments  
Common Clothed  
Backpack  
Blanket  
10 x Candles  
Tinderbox  
Alms Box  
2 x Blocks Insense  
Waterskin  
2 x Rations

EQUIPMENT

FEATURES & TRAITS



80

AGE

4'7

HEIGHT

125 lb.

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES &amp; ORGANIZATIONS

NAME

SYMBOL

**Hill Dwarf Traits**

Con +2, Str +2

Dwarven Armor Training = Proficiency with light and medium armor.

Darkvision = 60 Feet

Dwarf Resilience = Advantage on Poison Saves, Resistance vs Poison

Dwarf Combat Training = Proficiency with battleaxe, handaxe, throwing hammer and warhammer.

Tool Proficiency = Gain proficiency with Smith's, Brewer's &amp; Mason tools.

Stonecunning = When you make a stonework type of History check, you add proficiency and if you have proficiency, you double it.

ADDITIONAL FEATURES &amp; TRAITS

CHARACTER BACKSTORY

TREASURE

