DUNGEONS & DRAGONS

Arab
CHARACTER NAME

Level 1 Dwarf Paladin
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Folk Hero
BACKGROUND   ALIGNMENT   DEITY

Player One
PLAYER NAME

STRENGTH
15
+2

DEXTERITY
15
+2

CONSTITUTION
16
+3

INTELLIGENCE
15
+2

WISDOM
15
+2

CHARISMA
17
+3

PROFICIENCY BONUS +2

SAVING THROWS
- ○ +2 Strength
- ○ +2 Dexterity
- ○ +3 Constitution
- ○ +2 Intelligence
- ⊗ +4 Wisdom
- ⊗ +5 Charisma

CONDITIONAL

SKILLS
- ○ +2 Acrobatics (Dex)
- ⊗ +4 Animal Handling (Wis)
- ○ +2 Arcana (Int)
- ○ +2 Athletics (Str)
- ○ +3 Deception (Cha)
- ○ +2 History (Int)
- ○ +2 Insight (Wis)
- ⊗ +5 Intimidation (Cha)
- ○ +2 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +2 Nature (Int)
- ○ +2 Perception (Wis)
- ○ +3 Performance (Cha)
- ⊗ +5 Persuasion (Cha)
- ○ +2 Religion (Int)
- ○ +2 Sleight of Hand (Dex)
- ○ +2 Stealth (Dex)
- ⊗ +4 Survival (Wis)

12 **PASSIVE PERCEPTION**

INITIATIVE +2   1 Attack / Attack Action

ARMOR
Chain Mail

SHIELD
Shield

STEALTH DISADVANTAGE

18 AC

ARMOR CLASS

MAXIMUM	HIT DICE	TEMPORARY
13	1d10	

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED	FLY	CLIMB	SWIM
25ft.	0ft.	0ft.	0ft.

VISION	INSPIRATION	EXHAUSTION
Darkvision		

Resistances. Poison

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS
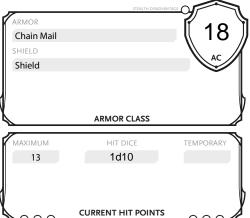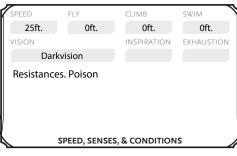***Dwarven Resilience.*** You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. A +6 on History checks related to origin of stonework.

ATTACKS & SPELLCASTING

NAME	RANGE	ATTACK	DAMAGE / TYPE
Warhammer	5 ft	+4 vs AC	1d8+2 bludgeoning
Versatile			

FEATURES & TRAITS
Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Divine Sense (Action—4/Long Rest). You can open your awareness to detect presence of strong evil. Until the end of your next turn, you know the location of any celestial, fiend, or undead 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. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands (Action—5/Long Rest). You can touch a creature and draw power from the pool to restore a number of hp to that creature, up to the maximum amount remaining in your pool. You can expend 5 hp 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.

PROFICIENCIES & LANGUAGES
Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Battleaxe, Handaxe, Light Hammer, Warhammer, Simple Weapons, Martial Weapons

Tool Proficiencies. Vehicles land, Smith's tools

Languages. Common, Dwarvish

D&D

Arab
CHARACTER NAME

Male

| GENDER | AGE | HEIGHT | WEIGHT |

| EYES | SKIN | HAIR |

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I judge people by their actions, not their words.

PERSONALITY TRAITS

Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)

IDEAL

A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.

BOND

I have a weakness for the vices of the city, especially hard drink.

FLAW

Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

BACKGROUND FEATURE

TRINKET

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR	#	lb	MAGIC ITEMS	#	lb
[Warhammer]	1	2			
[Chain Mail]	1	55			
[Shield]	1	6			
Emblem	1	—			
Smith's Tools	1	8			

ATTUNED MAGIC ITEMS 0 / 3

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#	lb

COPPER	SILVER	ELECTRUM	GOLD	PLATINUM
0	0	0	0	0

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED	CARRY CAPACITY	PUSH, DRAG, LIFT
71 lb	225 lb	450 lb

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

#1			#2		
STORED ITEM	#	lb.	STORED ITEM	#	lb.

STORED ITEMS

QUEST ITEMS & TRINKETS

Warhammer

Weapons

2 lb.

Player's Handbook

Chain Mail

Armor

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

55 lb.

Player's Handbook

Shield

Armor

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

6 lb.

Player's Handbook

Emblem

Spellcasting Focus

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons"lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

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Player's Handbook

Smith's Tools

Tools

Smith's tools allow you to work metal, heating it to alter its shape, repair damage, or work raw ingots into useful items.

Components. Smith's tools include hammers, tongs, charcoal, rags, and a Whetstone.

Arcana and History. Your expertise lends you additional insight when examining metal objects, such as weapons.

Investigation. You can spot clues and make deductions that others might overlook when an investigation involves armor, weapons, or other metalwork.

Repair. With access to your tools and an open flame hot enough to make metal pliable, you can restore 10 hit points to a damaged metal object for each hour of work.

SMITH'S TOOLS

Activity	DC
Sharpen a dull blade	10
Repair a suit of armor	15
Sunder a nonmagical metal object	20

8 lbs.

Player's Handbook