

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

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☐ +3 Constitution
- ☐ +2 Intelligence
- ☒ +4 Wisdom
- ☒ +5 Charisma

CONDITIONAL

SAVING THROWS

- ☐ +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)

SKILLS

12

PASSIVE PERCEPTION

ARMOR

Chain Mail

SHIELD

Shield

18

AC

ARMOR CLASS

MAXIMUM

13

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

SPEED

25ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

Resistances. Poison

SPEED, SENSES, & CONDITIONS

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.

RACIAL TRAITS

INITIATIVE

+2

1 Attack / Attack Action

NAME

Warhammer

Versatile

RANGE

5 ft

ATTACK

+4 vs AC

DAMAGE / TYPE

1d8+2 bludgeoning

FEATURES & TRAITS

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

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



Arab

CHARACTER NAME

Male

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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

[illegible]

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