

Gino Wilson (Xrrzt or ST-1152)

CHARACTER NAME

Level 1 Juggernaut Paladin  
CHARACTER LEVEL, RACE, & CLASS

0

EXPERIENCE

Soldier  
BACKGROUND

Lawful Good  
ALIGNMENT

Helm  
DEITY

Eric MT  
PLAYER NAME

STRENGTH

17

+3

DEXTERITY

8

-1

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

14

+2

CHARISMA

15

+2

PROFICIENCY BONUS

+2

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

CONDITIONAL

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

12

PASSIVE PERCEPTION

ARMOR

Heavy Defence (17)

SHIELD

Shield

19

AC

ARMOR CLASS

MAXIMUM

12

HIT DICE

1d10

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

- 1 Backpack
- 1 Blanket (1)
- 5 Candle (5)
- 1 Tinderbox (1)
- 2 Rations (1 day) (2)
- 1 Waterskin (1)
- 1 Longsword
- 1 Shield
- 5 Javelins (5)

CP

0

SP

0

EP

0

GP

0

PP

0

WEIGHT

27.0 lb.

EQUIPMENT

INITIATIVE

-1

1 Attack / Attack Action

NAME

Longsword

Versatile

RANGE

5 ft

ATTACK

+5 vs AC

DAMAGE / TYPE

1d8 + 3 slashing

Javelin

Thrown

30/120

+5 vs AC

1d6 + 3 piercing

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Heavy Armor, Shields

**Weapon Proficiencies.** Simple Weapons, Martial Weapons

**Tool Proficiencies.** Vehicles land, Dice set

**Languages.** Common, Gnomish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



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CHARACTER NAME

Construct

6' 10"

450 lb.

GENDER

AGE

HEIGHT

WEIGHT

Blue

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I can stare down a hell hound without flinching.  
I'm always polite and respectful.

PERSONALITY TRAITS

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

IDEAL

I fight for those who cannot fight for themselves.

BOND

My hatred of my enemies is blind and unreasoning.

FLAW

### Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKGROUND FEATURE

A pipe that blows bubbles

TRINKET

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE

## Heavy Plating

*Racial Trait*

Your construction incorporates wood and metal, granting you a bonus to Armor Class.

Warforged

Unearthed Arcana: Eberron

## Living Construct

*Racial Trait*

Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Warforged

Unearthed Arcana: Eberron

## Powerful Build

*Racial Trait*

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Juggernaut

User

## Divine Sense

*Class Feature*

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 celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Paladin

Player's Handbook

## Lay on Hands

*Class Feature*

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 a total number of hit points equal to your paladin level x 5.

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. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Paladin

Player's Handbook