

Terry Crewsader

CHARACTER NAME

Paladin, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

14

+2

STRENGTH

◇ +2 SAVING THROWS
○ +3 ATHLETICS

These are skills

10

+0

DEXTERITY

◇ +0 SAVING THROWS
○ +0 ACROBATICS
○ +0 SLEIGHT OF HAND
○ +0 STEALTH

Proficient, y/n?

10

+0

CONSTITUTION

◇ +0 SAVING THROWS

10

+0

INTELLIGENCE

◇ +0 SAVING THROWS
○ +0 ARCANA
○ +0 HISTORY
○ +0 INVESTIGATION
○ +0 NATURE
○ +1 RELIGION

10

+0

WISDOM

◇ +0 SAVING THROWS
○ +0 ANIMAL HANDLING
○ +0 INSIGHT
○ +0 MEDICINE
○ +0 PERCEPTION
○ +0 SURVIVAL

10

+0

CHARISMA

◇ +0 SAVING THROWS
○ +0 DECEPTION
○ +0 INTIMIDATION
○ +1 PERFORMANCE
○ +0 PERSUASION

✗

PASSIVE WISDOM (PERCEPTION)

17

ARMOR CLASS

✗

INITIATIVE

30ft

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+3

1d8+2

Attack Bonus (Bonus Chance to hit on attacks):

Melee weapon gets a strength bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon Attack Damage

Roll one 8 sided die (1d8)

+ Strength Bonus for using a melee weapon(+2)

= Your Attack Damage (1d8 + 2)

ATTACKS & SPELLCASTING

(Spell) Bless: As an action, you can bless up to 3 allies (including yourself). Blessed allies add 1d4 to their attack (a.k.a. to hit) rolls.

FEATURES & TRAITS

Languages: Common

Proficient with equipment: all weapons and armor

Proficient at skills: Athletics, Religion, Performance

OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class) + Shield (2 Armor Class)

EQUIPMENT & CHARACTER NOTES