

## Magana the Meticulous

CHARACTER NAME

Paladin 1

CLASS & LEVEL

Dwarf (Mountain)

RACE

Folk Hero

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

10

+0

WISDOM

10

10

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

18

ARMOR CLASS

+0

INITIATIVE

25

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d10

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

I make good food so that good people don't have to eat bad food.

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhmmr

+5

1d8 + 3

Javelin

+5

1d6 + 3

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Weapon: Simple weapons, martial weapons

Armor: All armor and shields

Tools: Vehicles (land), Cook's utensils, brewer's supplies

Languages: Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Chainmail, shield, warhammer, (5) javelins, holy symbol, backpack, bedroll, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, cook's utensils, shovel, iron pot, cooks utensils

EQUIPMENT

**Darkvision:** You can see in dim light to 60 feet as if it were bright light, and in darkness as if it were dim light.

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

**Divine Sense:** As an action, you can open your awareness to detect celestials, fiends, or undead. 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.

**Lay on Hands:** You have a healing pool of 5 hit points. 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.

**Stonecunning:** You are considered proficient in the History skill related to origins of stonework and add double your proficiency bonus to the check.

FEATURES & TRAITS