

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**

SAVING THROWS

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

SKILLS

- +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)

18 **ARMOR CLASS**

+0 **INITIATIVE**

25 **SPEED**

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d10

1

HIT DICE

SUCCESSES ○○○○

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
Warhammer	+5	1d8 + 3
Javelin	+5	1d6 + 3

ATTACKS & SPELLCASTING

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.

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 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

10

EQUIPMENT

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