

Protection Unit #7

CHARACTER NAME

1 Paladin
LEVEL & CLASS

CraftWork
PLAYER NAME

Soldier
BACKGROUND Healer

Warforged
RACE

0
EXPERIENCE

300
Next Level

STRENGTH
+3
16

DEXTERITY
0
10

CONSTITUTION
+3
16

INTELLIGENCE
-1
8

WISDOM
-1
8

CHARISMA
+2
14

RESISTANCES

STR: +3 -1 INT: -1 +1
DEX: 0 +1 WIS: +1 +4
CON: +3 +4 CHA: +4 +4

SAVING THROWS

SKILLS

ACROBATICS (Dex) 0
ANIMAL HANDLING (Wis) -1
ARCANA (Int) -1
ATHLETICS (Str) +5
DECEPTION (Cha) +2
HISTORY (Int) -1
INSIGHT (Wis) -1
INTIMIDATION (Cha) +4
INVESTIGATION (Int) -1
MEDICINE (Wis) -1
NATURE (Int) -1
PERCEPTION (Wis) -1
PERFORMANCE (Cha) +2
PERSUASION (Cha) +4
RELIGION (Int) +1
SLEIGHT OF HAND (Dex) 0
STEALTH (Dex) [disadv.] 0
SURVIVAL (Wis) -1
TOOL

13 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

19 ARMOR CLASS

0 INITIATIVE

1 d10+3 HIT DICE

20 ft ENCUMBERED

30 ft SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Divine Sense	3	LR	
Lay on Hands	5	LR	

ARMOR

AC	DESCRIPTION
16	Armor Chain Mail
2	Shield Metal Shield
0	Dex <input type="radio"/> Medium Armor <input checked="" type="radio"/> Heavy Armor
	Magic
1	Misc Composite Plating
	Misc

INSPIRATION

12 ABILITY SAVE DC CHARISMA

PROFICIENCIES

ARMOR: Light Medium Heavy Shields

WEAPONS: Simple Martial Other Weapons:

LANGUAGES: Common, Draconic

TOOLS & OTHERS: Gaming Set (Dice), Vehicles (land)

ACTIONS

ACTIONS	BONUS ACTIONS	REACTIONS
Divine Sense		
Lay on Hands		

9 PASSIVE WISDOM (PERCEPTION)

SENSES

Javelins 3

AMMUNITION

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Longsword	✓	Str	Melee	+5	1d8+3	Slashing
Versatile (1d10)						
Javelin	✓	Str	Melee, 30/120 ft	+5	1d6+3	Piercing
Thrown						

