Show extra features

1 LEVEL

Name: Rusilynn Giantsbane Player: Maren
Class: Paladin
Experience: Add: Next level: 300
Background: Soldier Healer
Race: Dwarf, Mountain Size: Medium Height: 4' 4" Weight: 155
Gender: Female Hair: Long and light brown Eyes: Golden Skin: Deep tan
Age: 74 Alignment: Lawful Good Faith: Torm, God of courage and self-sacrifice

Abilities

Ability		Modifier	Saving Throw	Prof. Bonus
19	STR Strength	+4	+4	
12	DEX Dexterity	+1	+1	
15	CON Constitution	+2	+2	
10	INT Intelligence	0	0	
11	WIS Wisdom	0	+2	☒
15	CHA Charisma	+2	+4	☒

Saving Throw Advantages / Disadvantages
Adv. vs. Poison

Show 2nd DC

Ability Save DC

Proficiency Bonus + 8 + Str = 14

Senses

10 Passive Perception
Darkvision 60 ft

+2 Proficiency Bonus

☐ Inspiration

Limited Features

SR LR Dawn

Feature	Max. Usages	Recovery	Used
Divine Sense	3	LR	
Lay on Hands	5	LR	

Skills

Adv/Dis	Bonus	Name (Ability)	Prof.	Exp.
	+1	Acrobatics (DEX)		
	0	Animal Handling (WIS)		
	0	Arcana (INT)		
	+6	Athletics (STR)	☒	
	+2	Deception (CHA)		
	0	History (INT)		
	+2	Insight (WIS)	☒	
	+4	Intimidation (CHA)	☒	
	0	Investigation (INT)		
	+2	Medicine (WIS)	☒	
	0	Nature (INT)		
	0	Perception (WIS)		
	+2	Performance (CHA)		
	+2	Persuasion (CHA)		
	0	Religion (INT)		
	+1	Sleight of Hand (DEX)		
	+1	Stealth (DEX)		
	0	Survival (WIS)		
		Tool		

Combat

+1 Initiative = Dex 1 + Misc. 0

Speed 25 ft Speed Encumbered 25 ft

Defense

18 AC

16 Armor Bonus + Chain Mail
2 Shield Bonus + Shield
0 Dexterity Mod + ☐ Medium Armor (max = 2) ☒ Heavy Armor (mod = 0) ☒ Stealth disadv.
+ Magic
+ Misc Mod 1
+ Misc Mod 2

AC during Rest

Resistance: Poison

Half Damage

Health

Set Max HP

HP Current 13 / Max Hit Points

Temporary HP

Wounds

Heal

Recover half of your maximum Hit Dice after a long rest.

Hit Dice

Level	Die	Con	Used
1	d10	+ 2	

Death Saving Throws: Die 1 2 3 — Live I II III

Attacks

Attacks per Action: 1

Weapon / Description	Prof	Ability	Range	To Hit	Damage	Damage Type
Warhammer	✔	Str	Melee	+6	1d8+4	Bludgeoning
Versatile (1d10)						
Javelin	✔	Str	Melee, 30/120 ft	+6	1d6+4	Piercing
Thrown						

Type: Javelins Total: 5 Reload Ammunition

Type: Total: Reload Ammunition

Actions

Maximum of 1 Action, 1 Bonus action, and 1 Reaction per Turn.

- Attack / Cast a Spell
- Dash / Disengage / Dodge
- Escape Grapple / Help / Hide
- Ready / Search / Use Object
- Overrun / Tumble (or as bonus action)
- As 1 attack: Disarm / Grapple / Shove
- Divine Sense
- Lay on Hands

Bonus Actions

Reactions ☐ Used this Round
Opportunity Attack

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Features

Racial Traits

Mountain Dwarf (+2 Strength, +2 Constitution)

Stonecunning:
Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

Class Features

Paladin, level 1:

• Divine Sense (Paladin 1, PHB 84) [1 + Charisma modifier per long rest]
As an action, I sense celestials/fiends/undead/consecrated/desecrated within 60 ft
Until the end of my next turn, I sense the type/location if it is not behind total cover

• Lay on Hands (Paladin 1, PHB 84) [5× per long rest]
As an action, I can use points in my pool to heal a touched, living creature's hit points
I can neutralize poisons/diseases instead at a cost of 5 points per affliction

Background Feature

Military Rank

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.

Proficiencies

Armor: ☒ Light ☒ Medium ☒ Heavy ☒ Shields ☐ Other:

Weapons: ☒ Simple ☒ Martial ☐ Other:

Languages

Common
Dwarvish

Tools & Others

smith, brewer, or mason to
Type of gaming set
Vehicles (land)

Add Features

Background

Personality Traits

I'm haunted by memories of war. I can't get the violent images out of my mind.

Ideal

Responsibility: I do what I have to and follow just authority. (Lawful)

Bond

Someone saved my life on the battlefield. Even now, I would never leave a friend behind.

Flaw

A disastrous mistake I made in battle cost many lives— I will do anything to keep that mistake a secret.

Feats

Feat: Heavy Armor Master (PHB, page 167) ☐
While wearing heavy armor, bludgeoning, piercing, and slashing damage taken from nonmagical weapons is reduced by 3. [+1 Strength]

Feat: ☐

Feat: ☐

Feat: ☐

Feat: ☐

Add Equipment

Equipment

	Adventuring Gear	#	LBs
☐	Backpack, with		5
☐	- Blanket		3
☐	- Candles	10	
☐	- Tinderbox		1
☐	- Alms box		1
☐	- Incense, blocks of	2	
☐	- Censer		1
☐	- Vestments		4
☐	- Rations, days of	2	2
☐	- Waterskin		5
☐	- Amulet holy symbol		1
	Subtotal		25

	Adventuring Gear	#	LBs
☐	Common clothes		3
☐	Insignia of rank		
☐	Trophy from fallen enemy		
☐	Bone dice or playing cards		
☐	Belt pouch (with coins)		1
☐	Chain Mail		55
☐	Shield		6
☐	Warhammer	1	2
☐	Javelin	5	2
	Subtotal		77

Attuned Magical Items (max 3)

Encumbered	Heavily Encumbered	Push/Drag/Lift	Total Weight
96 - 190 lb	191 - 285 lb	286 - 570 lb	102 lb
Str × 5 -10 ft Speed	Str × 10 -20 ft Speed Disadv. Str, Dex, Con	Str × 15 - 30 Speed = 5 ft	Gear & Coins

Platinum = 10 gp | Gold =10 sp | Electrum = 5 sp | Silver = 10 cp | Copper

10

Lifestyle: Modest

Daily price: 1 gp

Gems and other valuables:

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Character: Rusilynn Giantsbane

Status

Exhaustion

Level	Effect (cumulative)
1 ☐	Disadvantage on Ability Checks
2 ☐	Speed halved
3 ☐	Disadvantage on Attack Rolls and Saving Throws
4 ☐	Hit Point maximum halved
5 ☐	Speed reduced to 0
6 ☐	Death

Finishing a long rest reduces the exhaustion level by 1, provided that you also ingested some food and drink.

Conditions

☐ **Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

☐ **Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

☐ **Deafened**
Fail checks involving hearing.

☐ **Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

☐ **Grappled**
Speed drops to 0, regardless of any bonus.

☐ **Incapacitated**
Can't take actions or reactions.

☐ **Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

☐ **Paralyzed**
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

☐ **Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

☐ **Poisoned**
Disadvantage on attack rolls and ability checks.

☐ **Prone**
Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

☐ **Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

☐ **Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

☐ **Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Choose Visible Sections

Combat Rules

Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn.
Dodge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
Tumble*	Action or Bonus Action	Move through opponent's space once this turn by winning opposing Dex (Acrobatics) check.
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side.*
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you.

*This action is an optional rule introduced in the Dungeon Master Guide (and is therefore not eligible in Adventurer's League play).

Half Cover	Gain +2 to AC and +2 to Dex saving throws.
Three-Quarters Cover	Gain +5 to AC and +5 to Dex saving throws.
Total Cover	Can't be targeted directly by attack or spell. Some spells can reach you by including you in its area of effect.

Possessions

Magic Items

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Magic Item: ☐ Attuned

Extra Equipment

Gear	#	LBs
Total Weight		

Gear	#	LBs
Total Weight		

Other Holdings

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Background

Character History



Character Portrait

Appearance

Enemies

Allies & Organizations

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Organization Symbol

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Companion

Companion Options

Name: Gender: Age:
Race: Size: Type:
Height: Weight: Alignment:

Ability	Modifier	Saving Throw	Prof. Bonus
STR Strength			
DEX Dexterity			
CON Constitution			
INT Intelligence			
WIS Wisdom			
CHA Charisma			

Skills

- Acrobatics
- Animal Handling
- Arcana
- Athletics
- Deception
- History
- Insight
- Intimidation
- Investigation
- Medicine
- Nature
- Perception
- Performance
- Persuasion
- Religion
- Sleight of Hand
- Stealth
- Survival

Attacks

Attacks per Action

Attack / Description	Prof	Ability	Range	To Hit	Damage	Damage Type

Initiative: Dex + Misc.

Speed

Defense

AC

Health

Set Max HP

HP: Current / Max Hit Points

Temporary HP

Heal

Wounds

Die / Live

DC10

Death Saving Throws

Hit Dice: Level × Die + Con − Used

Senses

Passive Perception

Features

Proficiency Bonus

Traits

Notes

Visibility Options

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Companion's Appearance

Equipment

Equipment	#	LBs
Total Weight		

Equipment	#	LBs
Total Weight		

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Notes

Notes Page Options

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