Mika	Acolyte	300	900		v1.63
CHARACTER NAME	BACKGROUND	EXPERIENCE	NEXT LEVEL	PLAYER NAME	

Paladin 2		Neutral Good	Ehlonna (NG)
CLASS	SUBCLASS	ALIGNMENT	RELIGION / PATRON / DEITY

2	Tiefling	Medium	Female	23	6'2"	200 lb	Red	White	Blue
LEVEL	RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	SKIN	EYES	HAIR

ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	8	–1		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	11	+0		
WIS WISDOM	14	+2		
CHA CHARISMA	14	+2		

SAVING THROWS

SAVING THROW	= ABILITY MODIFIER	+ PROFICIENCY BONUS	+ OTHER MODIFIER
+2	= 2	+	+
–1	= -1	+	+
+2	= 2	+	+
+0	= 0	+	+
+4	= 2	+ 2	+
+4	= 2	+ 2	+

SKILLS

SKILL NAME	ABILITY	PROFICIENT	SKILL MODIFIER	= ABILITY MODIFIER	+ PROFICIENCY BONUS	+ OTHER MODIFIER
Acrobatics	DEX	○	–1	= -1	+	+
Animal Handling	WIS	○	+2	= 2	+	+
Arcana	INT	○	+0	= 0	+	+
Athletics	STR	●	+4	= 2	+ 2	+
Deception	CHA	○	+2	= 2	+	+
History	INT	○	+0	= 0	+	+
Insight	WIS	●	+4	= 2	+ 2	+
Intimidation	CHA	○	+2	= 2	+	+
Investigation	INT	○	+0	= 0	+	+
Medicine	WIS	○	+2	= 2	+	+
Nature	INT	○	+0	= 0	+	+
Perception (Darkvision 60ft)	WIS	○	+2	= 2	+	+
Performance	CHA	○	+2	= 2	+	+
Persuasion	CHA	●	+4	= 2	+ 2	+
Religion	INT	●	+2	= 0	+ 2	+
Sleight of Hand	DEX	○	–1	= -1	+	+
Stealth	DEX	○	–1	= -1	+	+
Survival	WIS	○	+2	= 2	+	+

HEALTH & ARMOR

HP HIT POINTS	MAX	TEMPORARY	REMAINING	HD HIT DICE	TOTAL	USED HIT DICE	DEATH ROLLS
	20				2	2d10	PASS ☐☐☐ FAIL ☐☐☐

AC ARMOR CLASS	= TOTAL	ARMOR	+ SHIELD	+ DEXTERITY MODIFIER	+ OTHER	DAMAGE RESISTANCE	DAMAGE REDUCTION
	21	17	3	0	1	fire	

ARMOR

ARMOR	WEIGHT	DEX MOD	STRENGTH	STEALTH
Splint mail	17	60 lb	+0	15	Disadvantage

ARMOR TYPE	PROPERTIES
heavy	proficient, Don: 10min, Doff: 5min

SHIELD

ARMOR	WEIGHT	PROPERTIES
Shield +1	+3	6 lb	proficient

ACTIONS

INITIATIVE MODIFIER	= TOTAL	DEXTERITY MODIFIER	+ OTHER	SPEED NORMAL	ENCUMBERED -10 ft	INSPIRATION
	–1	-1		30 ft		

ATTACKS PER ATTACK ACTION	= TOTAL	STANDARD	+ EXTRA ATTACKS	PERCEPTION PASSIVE	= TOTAL	BASE	+ PERCEPTION SKILL	+ OTHER
	1	1			12	10	2	

ATTACK 1

	BONUS	DAMAGE	TYPE
Long sword	+4	1d8+2	slashing

RANGE	PROPERTIES
-	proficient, versatile (1d10)

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ATTACK 2

	BONUS	DAMAGE	TYPE
Javelin	+4	1d6+2	piercing

RANGE	PROPERTIES
30/120	proficient, thrown, underwater

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ATTACK 3

	BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION _____ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 4

	BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION _____ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 5

	BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION _____ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 6

	BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION _____ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

PROFICIENCY BONUS +2

WEAPONS

All Simple
All Martial
Unarmed strike

ARMOR

Light
Medium
Heavy
Shields

TOOLS

none

LANGUAGES

Common
Infernal
Celestial
Sylvan

EQUIPMENT WORN

HEAD — HEADBAND, HAT, HELMET, OR PHYLACTERY

HANDS — GLOVES OR GAUNTLETS

EYES — EYE LENSES OR GOGGLES

ARMS / WRISTS — BRACERS OR BRACELETS

NECK — AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB

BODY — ROBE OR SUIT OF ARMOR

SHOULDERS — CLOAK, CAPE OR MANTLE

TORSO — VEST, VESTMENT, OR SHIRT

RINGS — RIGHT HAND

WAIST — BELT OR GIRDLE

RINGS — LEFT HAND

FEET — BOOTS, SHOES, OR SLIPPERS

CARRYING CAPACITY

CURRENT — ENCUMBERED, SPEED 20 FT	85.9 lb
ENCUMBERED — SPEED -10 FT	71 - 140 lb
ENCUMBERED HEAVILY — SPEED -20 FT, DISADV. ON STR, DEX, CON CHECKS, ATTACKS & SAVES	141 - 210 lb
PUSH, DRAG, LIFT — PUSH OR DRAG ABOVE 210 LB SPEED DROPS TO 5 FT	0 - 420 lb

COINAGE

	CARRYING	TOTAL
PLATINUM (PP) — 1 PLATINUM = 10 GOLD		
GOLD (GP) — 1 GOLD = 2 ELECTRUM	18	
ELECTRUM (EP) — 1 ELECTRUM = 5 SILVER		
SILVER (SP) — 1 SILVER = 10 COPPER		
COPPER (CP)		