

Big Mama

CHARACTER NAME

Paladin - Level 13

CLASS & LEVEL

High Elf

RACE

Acolyte

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

13

+1

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+5

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ +3 Dexterity
- ☐ +4 Constitution
- ☐ +3 Intelligence
- ☒ +9 Wisdom
- ☒ +9 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +7 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +7 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +7 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 120

120

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greataxe x2 +7 1d12+2 +1d8 rad

Warhammer x2 +7 1d10+2 +1d8 rad

Divine Smite burn slot 2d8-5d8 rad / 6d8

Greataxe x2 +7 1d12+2 +1d8 rad
Warhammer x2 +7 1d10+2 +1d8 rad
Divine Smite burn slot 2d8-5d8 rad / 6d8 undead

ATTACKS & SPELLCASTING

FROM ROLL20 + ITAMAR'S CHANGES (17 Jul).

Everything below is the export EXCEPT the [ITAMAR] lines - those are his calls, made at the table.

[ITAMAR] HP 98 -> 120. All three kids set to the same number.

AURA OF PROTECTION: she AND every ally within 10 ft get +2 to ALL saves. That +2 is already inside every save on this sheet - which is why STR save is +4 off a +2 mod.

IMPROVED DIVINE SMITE: +1d8 radiant on EVERY melee hit. Free, always on.

EXTRA ATTACK: 2 swings. Greataxe round ~26 dmg, ~48 if she spends a smite.

GREAT WEAPON FIGHTING: reroll 1s and 2s on two-handed damage dice.

LAY ON HANDS 60 pool - or 5 points to cure a disease / a poison instead.

DIVINE HEALTH: immune to disease. FEY ANCESTRY: adv vs charm, cannot be slept.

DARKVISION 60 ft. TRANCE: 4h meditation = 8h sleep.

SPELLS: CHA, save DC 15, atk +7. Slots 4/3/3/1, 8 prepared. DEATH WARD is the one that matters - an ally's first drop to 0 HP becomes 1 HP instead.

[3 THINGS THE EXPORT GETS WRONG - NOT corrected here. Your sheet, your call.]

1. NO SACRED OATH AT ALL. Picked at level 3; she is 13. That is oath spells,

Channel Divinity and the level-7 aura all missing. This is half the class.

2. No Aura of Courage (level 10) - immune to frightened, allies within 10 ft too.

3. Lay on Hands 60 should be 65 (level x 5). Divine Sense 2 should be 3 (1 + CHA).

Both are level-12 values - a level-up nobody finished.

17

PASSIVE WISDOM (PERCEPTION)

ARMOUR: Light, Medium, Heavy, Shields
WEAPONS: All Simple + All Martial
LANGUAGES: Common, Elvish

She is proficient with shields and carries none. A shield would put her at AC 18 - but then no two-handed greataxe. That is a choice, not a bug.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Chain Mail <- this is the AC 16
Greataxe, Warhammer, Dagger
Holy Symbol, Prayer Book,
Vestments, 5x Incense
Explorer's Pack, Backpack, Bedroll,
Mess Kit,
Tinderbox, 10x Torch, 10x Rations,
Waterskin,
Hempen Rope, Common Clothes,
Belt Pouch

EQUIPMENT

FEATURES & TRAITS



Big Mama

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Paladin

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

0

Mage Hand (from High Elf)

1

4

1

Command

1

Shield of Faith

1

Protection from Evil and Good

2

3

1

Protection from Poison

1

Prayer of Healing

1

Magic Weapon

3

3

1

Create Food and Water

4

1

1

Death Ward <- the one that matters

5

6

7

8

9