

## Thrain Stoneheart

Player: Goon Skiable

Male Mountain Dwarf Paladin 2 - CR 1/4

Neutral Good Humanoid; Background: **Noble**; Height: 4' 1"; Weight: 135lb.

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	17	+3	+3
<b>DEX</b> DEXTERITY	14	+2	+2
<b>CON</b> CONSTITUTION	16	+3	+3
<b>INT</b> INTELLIGENCE	13	+1	+1
<b>WIS</b> WISDOM	13	+1	+3
<b>CHA</b> CHARISMA	16	+3	+5

<b>AC</b> 18	<b>Initiative</b> +2	<b>Speed</b> 25 ft
<b>Proficiency</b> +2	<b>Inspiration</b>	
<b>HP</b> 24	<b>HD</b> 2d10	<b>Death Saves</b>
Damage / Current HP	HD Used	Success/Fail
<b>Number of Attacks</b> 1		

### Handaxe

Main hand: **+5, 1d6+3 slashing** Rng: 20 ft./60 ft.  
Ranged: **+5, 1d6+3 slashing** Light, Thrown

### Warhammer

Main hand: **+5, 1d8+3 bludgeoning** Versatile  
Both hands: **+5, 1d10+3 bludgeoning**

### Chain mail

**+6**

Stealth Disadvantage

### Shield

**+2**



5<sup>th</sup> Edition SRD

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Animal Handling</b>	<b>+1</b>	WIS (1)	-	
<b>Arcana</b>	<b>+1</b>	INT (1)	-	
<b>Athletics</b>	<b>+5</b>	STR (3)	+2	
<b>Deception</b>	<b>+3</b>	CHA (3)	-	
<b>History</b>	<b>+3</b>	INT (1)	+2	
<b>Insight</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidation</b>	<b>+5</b>	CHA (3)	+2	
<b>Investigation</b>	<b>+1</b>	INT (1)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>+1</b>	INT (1)	-	
<b>Perception</b>	<b>+1</b>	WIS (1)	-	
<b>Performance</b>	<b>+3</b>	CHA (3)	-	
<b>Persuasion</b>	<b>+5</b>	CHA (3)	+2	
<b>Religion</b>	<b>+1</b>	INT (1)	-	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
Chain mail : Disadvantage from armor worn				
<b>Survival</b>	<b>+1</b>	WIS (1)	-	

**Passive Perception: 11**

### Other Proficiencies:

**Tools:** Mason's tools (+2); Playing card set (+2)

**Weapons:** Martial weapons; Simple weapons; Battleaxe; Handaxe; Light hammer; Warhammer

**Armor:** Heavy armor; Light armor; Medium armor; Shields

**Damage Resistances** poison

### Special Abilities

Blessed Warrior

Darkvision (60 feet)

Divine Sense (4/long rest)

Divine Smite

Dwarven Resilience

Lay on Hands (10 HP/long rest)

Position of Privilege

Stonecunning

## Gear

**Total Weight Carried: 125 lbs,**  
**(Maximum: 255 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Chain mail	55 lbs
Handaxe	2 lbs
Holy symbol (amulet, ????)	1 lb
Mess kit	1 lb
Money	-
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Warhammer	2 lbs
Waterskin	5 lbs

## Tracked Resources

Divine Sense (4/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Handaxe	<input type="checkbox"/>
Lay on Hands (10 HP/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Sylvan
Dwarvish	

## Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/>
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## Spells & Powers

**Paladin spells memorized (CL 1st)**

**Spell Save DC 13 Spell Attack +5**

**1st**—*cure wounds, fist of stone, thunderous smite, weapon of the earth*

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Experience & Wealth

Experience Points: **301/900**

Current Cash: **You have no money!**

## Role Playing

**Personality Trait:** Blood - Although born to nobility, I believe that I am no better than those around me.

**Personality Trait:** Generosity - I am kind and generous to the common folk and for this I am loved.

**Ideal:** Respect - I hold a position that demands respect but I believe that everyone should be treated with dignity regardless of station. (Good)

**Bond:** Hero - I am considered a hero of the people amongst the common folk.

**Flaw:** Beneath - I believe that everyone is beneath me, although I keep my thoughts to myself.

## Background

Thrain Stoneheart was born into the esteemed Stoneheart clan, a noble family of mountain dwarves known for their unwavering commitment to honor and justice. Nestled within the rugged peaks of the Ironclad Mountains, the clan's ancestral home was a grand fortress carved from the very stone of the mountains themselves. From a young age, Thrain was taught the values of bravery, loyalty, and the importance of protecting the natural world that surrounded them. His father, a revered leader, often shared tales of valor and the ancient oaths that bound their family to the protection of the realm.

As a child, Thrain was captivated by the stories of the ancients—spirits of nature who embodied the essence of life and magic. He spent countless hours exploring the lush forests and shimmering streams that lay at the foot of the mountains, forging a deep connection with the land and its creatures. It was during one of these explorations that he encountered a wounded fey creature, a small sprite, trapped in a hunter's snare. With compassion and determination, Thrain freed the sprite, who, in gratitude, bestowed upon him a blessing of the ancients. This moment solidified Thrain's resolve to take the Oath of the Ancients, vowing to protect the natural world and uphold the light against the encroaching darkness.

Upon reaching adulthood, Thrain donned the armor of his ancestors and set forth from the Stoneheart fortress, eager to prove himself as a paladin. He carries with him a beautifully crafted warhammer, a family heirloom that has been passed down through generations, symbolizing his noble lineage and commitment to justice. With a heart full of hope and a spirit guided by the ancient oaths, Thrain embarks on his journey, ready to face the challenges that lie ahead and to defend the beauty of the world against those who would seek to corrupt it. As he travels, he seeks to learn from the wisdom of the ancients, forging alliances with those who share his vision of a harmonious existence between civilization and nature.