

Derron (Bull) Leeran

Male human paladin 2 - CR 1/8

Lawful Good Humanoid; Deity: **Heironeous**; Background: **Noble Knight**; Age: **20**; Height: **6' 2"**; Weight: **220lb.**; Eyes: **Brown**; Hair: **Blonde**; Skin: **Tanned**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	17	+3	+3
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	15	+2	+2
INT INTELLIGENCE	11	0	+0
WIS WISDOM	15	+2	+4
CHA CHARISMA	17	+3	+5

AC	18	Initiative	+2	Speed	30 ft
Proficiency	+2	Inspiration			
HP	24	HD	2d10	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				

Battleaxe

Main hand: **+5, 9 (1d8+5) slashing** Versatile
Both hands: **+5, 10 (1d10+5) slashing**

Dagger

Main hand: **+5, 7 (1d4+5) piercing** Rng: 20 ft./60 ft.
Finesse, Light, Thrown
Ranged: **+5, 5 (1d4+3) piercing**

Longsword

Main hand: **+5, 9 (1d8+5) slashing** Versatile
Both hands: **+5, 10 (1d10+5) slashing**

Shortsword

Main hand: **+5, 8 (1d6+5) piercing** Finesse, Light

Scale mail

+4

Stealth Disadvantage



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+2	WIS (2)	-	
Arcana	+0	INT (0)	-	
Athletics	+5	STR (3)	+2	
Deception	+3	CHA (3)	-	
History	+2	INT (0)	+2	
Insight	+2	WIS (2)	-	
Intimidation	+3	CHA (3)	-	
Investigation	+0	INT (0)	-	
Medicine	+2	WIS (2)	-	
Nature	+0	INT (0)	-	
Perception	+2	WIS (2)	-	
Performance	+3	CHA (3)	-	
Persuasion	+5	CHA (3)	+2	
Religion	+2	INT (0)	+2	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+2	WIS (2)	-	

Passive Perception: 12

Other Proficiencies:

Tools: Playing card set

Weapons: Martial weapons; Simple weapons

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

Special Abilities

Divine Sense (4/long rest)

Divine Smite

Lay on Hands (10 damage)

Retainers

Shield

+2

Gear

**Total Weight Carried: 189/255 lbs.,
(Maximum: 255 lbs)**

Backpack (empty)	5 lbs
Battleaxe	4 lbs
Bedroll	7 lbs
Bit and bridle	1 lb
Dagger x4	1 lb
Longsword	3 lbs
Mess kit	1 lb
Money	4.8 lbs
Rations x20	2 lbs
Rope, hempen (50 feet)	10 lbs
Saddle, pack (empty)	15 lbs
Saddle, riding (empty)	25 lbs
Scale mail	45 lbs
Shield	6 lbs
Shortsword	2 lbs
Tinderbox	1 lb
Torch x10	1 lb
Waterskin	5 lbs

Tracked Resources

Dagger	☐ ☐ ☐ ☐
Divine Sense (4/long rest)	☐ ☐ ☐ ☐
Inspiration	☐
Lay on Hands (10 damage)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Rations	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Torch	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Languages

Common
Elvish

Orc

Spell Slots

1st level	☐ ☐
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Spells & Powers

Paladin spells memorized (CL 1st)

Spell Save DC 13 Spell Attack +5

1st—*cure wounds*, *detect evil and good*, *searing smite*,
shield of faith

Experience & Wealth

Current Cash: **240 gp**

Role Playing

Companions

Horse, riding

Riding horse

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10+2)

Speed 60 ft.

STR 16 (+3), **DEX 10** (+0), **CON 12** (+1), **INT 2** (-4),

WIS 11 (+0), **CHA 7** (-2)

Senses passive Perception 10

Languages —

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 2d4+3 bludgeoning damage.