DOUG BIGALKE

Dwarf Paladin, Level 3 | Alignment: Lawful Good
Background: Quartermaster Paladin: commands the supply lines

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ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
18	28	30 ft	-1	+2	11	3

STR	DEX	CON	INT	WIS	CHA
+3	-1	+2	+0	+1	+1
Score 17 | Save +3	Score 8 | Save -1	Score 14 | Save +2	Score 10 | Save +0	Score 13 | Save +3*	Score 12 | Save +3*

**Proficient Save*

Skills & Proficiencies

Athletics (STR) *	+5	Perception (WIS)	+1
Persuasion (CHA) *	+3	Investigation (INT)	+0
Religion (INT) *	+2	Deception (CHA)	+1
Insight (WIS) *	+3	Stealth (DEX)	-1

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
Droids	+5	1d8+3	Signature weapon / tool
Automaton & Order	At Will	-	Signature move, roleplay / utility
Regeneration	DC 13	Varies	Once per session, ultimate ability

Class Features

Lay on Hands - A pool of healing you can spend by touch to mend wounds or cure ailments
Signature Move - Automaton & Order: builds a small droid or a repeatable process for anything the party has to do more than once, and somehow both keep working long after everyone forgets who made them
Ultimate Ability - Regeneration

Personality

Trait	In a crisis: Calmly solving the puzzle. Known around the office as Steadfast.
Ideal	*"Nobody thanks the plumbing until it breaks."* The infrastructure holding everything up should be invisible when it's working right, and that's exactly how Doug likes it.
Bond	Every droid he builds is a little bit of himself: reliable, unglamorous, and quietly capable of more than anyone expects.
Flaw	Talks to his droids like coworkers. Gets mildly offended when they don't *always* talk back.

Backstory & Equipment

Backstory

Fifteen years in healthcare and financial data warehousing taught Doug that the boring, unglamorous work is what actually keeps things running. These days that same "salt of the earth" reliability shows up as a Paladin who quietly keeps the whole party equipped, while he builds actual robots at home just to see if he can.

Equipment

Droids
Heavy armor
A shield
An adventurer's pack
15 gp