

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Hill dwarf

RACE

Soldier

BACKGROUND

Neutral good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +3 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1* Stealth (Dex)
- ☐ +3 Survival (Wis)

*See your equipment.
SKILLS

18

ARMOR
CLASS

-1

INITIATIVE

25 feet

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.

IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhammer

+4

1d8 + 2 bludgeoning

Handaxe*

+4

1d6 + 2, slashing

*You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

Cantrips. You know *light*, *sacred flame*, and *thaumaturgy*, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: *bless* and *cure wounds*.

ATTACKS & SPELLCASTING

13

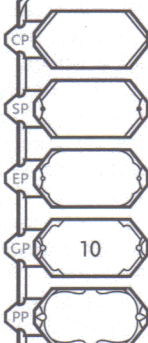
PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)

Languages. Common, Dwarvish

Stonemasonry. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

OTHER PROFICIENCIES & LANGUAGES



Chain mail,* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

Mercenary Sergeant. You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.

FEATURES & TRAITS