

John

CHARACTER NAME

Cleric/Life Domain 5

Guild Artisan

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf/Hill Dwarf

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

8

-1

CONSTITUTION

17

+3

INTELLIGENCE

10

0

WISDOM

19

+4

CHARISMA

12

+1

INSPIRATION

+3

PROFICIENCY BONUS

- +2 Strength
- 1 Dexterity
- +3 Constitution
- 0 Intelligence
- +7 Wisdom
- +4 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- 0 Arcana (Int)
- +2 Athletics (Str)
- +1 Deception (Cha)
- +3 History (Int)
- +7 Insight (Wis)
- +1 Intimidation (Cha)
- 0 Investigation (Int)
- +7 Medicine (Wis)
- 0 Nature (Int)
- +4 Perception (Wis)
- +1 Performance (Cha)
- +4 Persuasion (Cha)
- 0 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +4 Survival (Wis)

SKILLS

19

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum **46**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

A perfectionist, you demand a lot from yourself and expect the most from others.

PERSONALITY TRAITS

It is the duty of civilized people to strengthen the bonds of community and the security of civilization.

IDEALS

You aim to prove you are the greatest artisan of them all.

BONDS

You are greedy. So you can't part with money easily, and you haggle to get the best possible deal.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Handaxe	+5	1d6 +2 slashing
Crossbow, light	+2	1d8 -1 piercing
Handaxe	+5	1d6 +2 slashing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

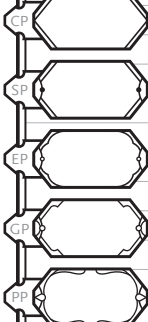
Languages. Dwarvish, Common, Giant

Weapon. Simple, Battleaxe, Handaxe, Throwing hammer, Warhammer

Armor. Light, Medium, Shields, Heavy

Tools. Navigators tools, Jewelers tools

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

. See the Players Handbook for details.

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

Stonecunning. 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

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life. Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life. Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

FEATURES & TRAITS



John

CHARACTER NAME

30 years

AGE

4'10"

HEIGHT

38 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

Before you became devoted to the dwarven deities, you were a journeyman jeweller and gem cutter. Even outside your home, you are recognized by your badge and skill. You have the aid of a loose coalition of guilds, and one day you shall become a master your own right. Seeking such mastery is an act of worship to you.

ADDITIONAL FEATURES & TRAITS

TREASURE



Cleric

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Mending
- Sacred Flame
- Spare the Dying
- Thaumaturgy

3

2

- Beacon of Hope
- Revivify
- Dispel Magic

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Bless

SPELL NAME

- Bless
- Cure Wounds
- Detect Evil and Good
- Detect Magic
- Detect Poison and Disease
- Guiding Bolt
- Healing Word
- Protection from Evil and Good

4

7

2

3

- Calm Emotions
- Prayer of Healing
- Spiritual Weapon
- Lesser Restoration

5

8

9

SPELLS KNOWN