

# Rael

CHARACTER NAME (HE/SHE/THEY)

CLASS Cleric LEVEL 3 EXPERIENCE 900 RACE Hill Dwarf  
ALIGNMENT Lawful Good BACKGROUND Acolyte PLAYER NAME \_\_\_\_\_

## STRENGTH

13

+1

## DEXTERITY

10

+0

## CONSTITUTION

16

+3

## INTELLIGENCE

8

-1

## WISDOM

16

+3

## CHARISMA

12

+1

## SAVING THROWS

- ☐ +1 STRENGTH
- ☐ +0 DEXTERITY
- ☐ +3 CONSTITUTION
- ☐ -1 INTELLIGENCE
- ☒ +5 WISDOM
- ☒ +3 CHARISMA

## SKILLS

- ☐ +0 ACROBATICS (DEX)
- ☐ +3 ANIMAL HANDLING (WIS)
- ☐ -1 ARCANA (INT)
- ☐ +1 ATHLETICS (STR)
- ☐ +1 DECEPTION (CHA)
- ☒ +1 HISTORY (INT)
- ☒ +5 INSIGHT (WIS)
- ☐ +1 INTIMIDATION (CHA)
- ☐ -1 INVESTIGATION (INT)
- ☒ +5 MEDICINE (WIS)
- ☐ -1 NATURE (INT)
- ☐ +3 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☐ +1 PERSUASION (CHA)
- ☒ +1 RELIGION (INT)
- ☐ +0 SLEIGHT OF HAND (DEX)
- ☐ +0 STEALTH (DEX)
- ☐ +3 SURVIVAL (WIS)

+0

INITIATIVE

25

SPEED

## ARMOUR CLASS

17

30

(3d8)

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH SAVES

○○○ SUCCESS ○○○ FAILURE

## ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE
Warhammer	+3	1d8 + 1
Dagger	+3	1d4 + 1

**Sacred Flame Cantrip. Ranged Spell Attack:** Targets creature within 60 feet that you can see. The creature must succeed on a DC 13 Dexterity saving throw or take 1d8 radiant damage.

## COIN

PLATINUM

GOLD 14

ELECTRUM

SILVER 39

COPPER 10

## OTHER PROFICIENCIES & LANGUAGES

**Proficiencies:** light armor, medium armor, heavy armor, shields, simple weapons, battleaxe, handaxe, throwing hammer, warhammer, mason's tools

**Languages:** Common, Dwarvish, Elvish, Celestial

## SPECIAL FEATURES & TRAITS

**Special features:** Speed not reduced by heavy armor, Darkvision (60 feet), Dwarven Resilience, Dwarven Combat Training, Dwarven Toughness, Stonecunning, Ritual Casting, Discipline of Life, Channel Divinity: Turn Undead, Channel Divinity: Preserve Life

**Traits:** My cheerfulness is unshakeable – unless I am confronted with evil and deceit.

## IDEALS

**Courtesy.** Be polite and composed at all times, even when facing danger.

## BONDS

My deity is a lighthouse in dark times, and I heed their every word.

## FLAWS

Fire is pretty at a distance, but terrifying up close.





### CHARACTER BACKSTORY

### OTHER PLAYERS

#### ADVENTURING GEAR

Belt pouch

Set of grey and white fine clothes

Amulet with holy symbol

Prayer book

5 sticks of incense

Vestments

#### MAGICAL ITEMS & POTIONS

*Shield +1*

*Potion of Healing*

#### WEAPONS

Warhammer

Dagger

#### ARMOUR & SHIELDS

Scale mail armor

### FRIENDS, ALLIES & ENEMIES



### TRAVEL RATIONS



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CANTRIPS

Light  
Sacred Flame  
Spare the Dying  
Thaumaturgy

LEVEL 1

4

SLOTS TOTAL

EXPENDED

Bless  
Cure Wounds  
Command  
Bane  
Detect Poison and Disease  
Guiding Bolt

LEVEL 2

2

SLOTS TOTAL

EXPENDED

Lesser Restoration  
Spiritual Weapon  
Hold Person  
Continual Flame

Wis

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

LEVEL 3

SLOTS TOTAL

EXPENDED

LEVEL 6

SLOTS TOTAL

EXPENDED

LEVEL 4

SLOTS TOTAL

EXPENDED

LEVEL 7

SLOTS TOTAL

EXPENDED

LEVEL 5

SLOTS TOTAL

EXPENDED

LEVEL 8

SLOTS TOTAL

EXPENDED

LEVEL 9

SLOTS TOTAL

EXPENDED



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