

Cleric 1

LEVEL & CLASS

Clan Crafter

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

OTHER

CHARACTER NAME

STRENGTH

+2

15

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

SAVING THROWS

- ☐ +2 STRENGTH
- ☐ -1 DEXTERITY
- ☐ +2 CONSTITUTION
- ☐ +0 INTELLIGENCE
- ☐ +2 WISDOM
- ☐ +1 CHARISMA

SKILLS

- ☐ -1 ACROBATICS (DEX)
- ☐ +2 ANIMAL HANDLING (WIS)
- ☐ +0 ARCANA (INT)
- ☐ +2 ATHLETICS (STR)
- ☐ +1 DECEPTION (CHA)
- ☐ +0 HISTORY (INT)
- ☐ +2 INSIGHT (WIS)
- ☐ +1 INTIMIDATION (CHA)
- ☐ +0 INVESTIGATION (INT)
- ☐ +2 MEDICINE (WIS)
- ☐ +0 NATURE (INT)
- ☐ +2 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☐ +1 PERSUASION (CHA)
- ☐ +0 RELIGION (INT)
- ☐ -1 SLEIGHT OF HAND (DEX)
- ☐ -1 STEALTH (DEX)
- ☐ +2 SURVIVAL (WIS)
- ☐ —

+2

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

-1

INITIATIVE

25 ft.

SPEED

11

MAXIMUM HP

TEMPORARY HP

CURRENT HP

1d8

HIT DIE

DEATH SAVES

NAME

ATTACK BONUS

DAMAGE/TYPE

Battleaxe

+4

1d8+2 slashing

Light Crossbow

+1

1d8-1 piercing

Mace

+4

1d6+2 Bludgeoning

EQUIPMENT

- CP Chain Mail Armor
- Shield
- SP Crossbow Bolts, 20
- Backpack
- Blanket
- GP 5 Candle, 10
- Tinderbox
- PP Rations, 1 day
- Waterskin

Smith's Tools

Traveler's Clothes

Alms Box

Block of Incense, 2

Censer

Vestments

Amulet

A Crystal Knob From a Door

ATTUNEMENT SLOTS

FEATURES & TRAITS

Spellcasting • PHB 58 - You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

Divine Domain (Forge Domain) • PHB 58 - You choose a divine domain that grants you additional spells and other features related to your deity.

Domain Spells • XGtE 18 - You gain domain spells based on your cleric level.

Bonus Proficiencies • XGtE 19 - You gain proficiency with heavy armor and smith's tools.

Blessing of the Forge • XGtE 19 - At the end of a long rest, you can imbue magic into a weapon or armor by touching a nonmagical version. Until your next long rest or you die, the object grants a +1 bonus to either AC or attack and damage rolls. You can't use this feature again until you finish a long rest. - | 1 / Long Rest • Special



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

HILL DWARF RACIAL TRAITS

Darkvision • BR 20 - You can see in darkness (shades of gray) up to 60 ft.

Dwarven Resilience • BR 20 - You have advantage on saves against poison and resistance against poison damage.

warven Combat Training • BR 20 - You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency • BR 20 - You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

Stonecunning • BR 20 - 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.

Dwarven Toughness • BR 20 - Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

C