

Ogden Stonethumb

CHARACTER NAME

Cleric (1)

CLASS & LEVEL

Dwarf/Hill Dwarf

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

Megan

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

9

-1

CONSTITUTION

13

+1

INTELLIGENCE

9

-1

WISDOM

17

+3

CHARISMA

5

-3

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

18

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I can find common ground between the fiercest enemies, always empathising with them and working towards peace.

PERSONALITY TRAITS

I trust that my deity will guide my actions. I have faith that if I work hard, things will go well.

IDEALS

I will do anything to protect the temple where I served.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Crossbow, light

+1

1d8 - 1 piercing

Warhammer

+2

1d8 bludgeoning

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Mason's Tools

Weapon Proficiencies: Battleaxe; Handaxe; Light hammer; Simple; Warhammer

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Dwarvish; Elvish; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Pouch (1); Clothes, common (1); Crossbow bolt (20); Waterskin (1); Shield (1); Candle (10); Alms Box (1); Incense (2); Rations (1 day) (2); Censer (1); Amulet (1); Vestements (1); Prayer Book (1); Tinderbox (1); Blanket (1); Backpack (1); Chain mail (1); Emblem (1)

EQUIPMENT

Darkvision: 60 ft.
Damage Resistances: poison

Disciple of Life. 1st level or greater healing spells increase healing by 2 + spell's level HPs (see PHB 60).

Dwarven Resilience. Advantage on poison saves, resistance to poison damage (see PHB 20).

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith. (see PHB 127).

Stonecunning. 2X prof bonus on stonework-related history checks (see PHB 20).

FEATURES & TRAITS



Ogden Stonethumb

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Raised as an Acolyte; Ogden studied hard and quickly became a Cleric at his temple, dedicated to life and healing. But when the attacks on their home started, he was forced to pick up the war hammer he carries to this day.

The dwarves lost the battle that day. But the dwarves do not forget. Whilst he wanders the lands providing help and ending conflict wherever it is found, he also does not hesitate to use force when necessary though he does not relish doing so. He knows that one day, if he stays true to his path, his deity will provide a way for him to help his kind retake their homelands.

Recently he heard that, much like his own home had fallen, other towns and cities were at risk of falling to organized bandits. He hurried to Highcastle, hoping to prevent another race from suffering the same fate.

CHARACTER BACKSTORY

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

TREASURE



Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

1

2

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

Purify Food and Drink

Sanctuary

Shield of Faith

2

3

4

5

6

7

8

9

<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Bane</div> <div>1 act. 30 ft. V, S, M Conc, 1 min</div> <div>Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Bless</div> <div>1 act. 30 ft. V, S, M Conc, 1 min</div> <div>You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Command</div> <div>1 act. 60 ft. V 1 rnd</div> <div>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A</div> <div>Cleric DC 13 Mod +5</div>
<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Create or Destroy Water</div> <div>1 act. 30 ft. V, S, M Inst</div> <div>You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Cure Wounds</div> <div>1 act. Touch V, S Inst</div> <div>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Evil and Good</div> <div>1 act. Self V, S Conc, 10 mins</div> <div>For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</div> <div>Cleric DC 13 Mod +5</div>
<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Magic</div> <div>1 act. Self V, S Conc, 10 mins</div> <div>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Poison and Disease</div> <div>1 act. Self V, S, M Conc, 10 mins</div> <div>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</div> <div>Cleric DC 13 Mod +5</div>	<div>Divination cantrip</div> <div>MORCPUB</div> <div>Guidance</div> <div>1 act. Touch V, S Conc, 1 min</div> <div>You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.</div> <div>Cleric DC 13 Mod +5</div>

Command *(reverse)*

flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

