

War Cleric 5 Soldier - Calvary CLASS & LEVEL BACKGROUND

Mountain Dwarf RACE

ALIGNMENT

PLAYER NAME

6500

**EXPERIENCE POINTS** 



CONSTITUTION

12+2

INTELLIGENCE

8

WISDOM

15

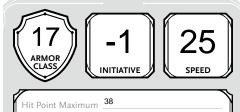
CHARISMA

INSPIRATION

PROFICIENCY BONUS

- 0 +3 Strength 0 -1 Dexterity +2 Constitution  $\cap$ -1 Intelligence ◉ \_+5\_ Wisdom
- ◉ +5 Charisma SAVING THROWS
- Acrobatics (Dex) O \_+2 Animal Handling (Wis) O -1 Arcana (Int) +6 Athletics (Str) +2 Deception (Cha)
- -1 History (Int) \_+5 Insight (Wis)
- +5 Intimidation (Cha) 0 \_-1\_ Investigation (Int)
- +2 Medicine (Wis)
- O \_-1 Nature (Int)
- +2 Perception (Wis)
- O +2 Performance (Cha)
- Persuasion (Cha)
- -1\_\_ Religion (Int)  $\circ$
- O \_-1 Sleight of Hand (Dex) O \_-1 Stealth (Dex)
- O \_+2 Survival (Wis)

**SKILLS** 



**CURRENT HIT POINTS** 

**TEMPORARY HIT POINTS** 



Specialty - Calvary Trait - I have a crude sense of humor.

PERSONALITY TRAITS

I do what I must, and obey just authority.

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I have little respect for anyone who isn't a proven warrior.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Maul	+6	2d6+3Blud
Glaive	+6	1d10+3Sla
S.Flame	D13	2d8Radian

Sacred Flame - 60' 1 target for 2d8 Radiant damage or Dexterity save to negate, target gains no benefit from cover.

War Priest (2/2)

Channel Divinity(1/1) \*Turn Undead (Destroy CR 1/2)

\*Guided Strike

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\*Ability Score - Strength +2 \*Dwarven Armor Training - Light and Medium

--==Background==-\*\*\*Background - Soldier\*\*\*
\*Skills - Athletics(Str) and Intimidation(Cha)
\*Tools - Gaming Set and Vehicles(land)

--==Special==\*\*\*Feats\*\*
\*\*Polearm Master - when you use the Attack action with a Glaive, Halberd or Quarterstaff
\*\*Polearm Master - when you use the Attack action with a Glaive, Halberd or Quarterstaff
you may use a Bonus Action to make an attack with the opposite end of the weapon (148
\*\*Budgeoning), and when equipped with either a Glaive, Haberd, Pike or Quarterstaff
enemies Provoke an Attack of Opportunity when they enter your Reach.

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Body - Splintmail (AC 17 no Dex, Disadvantage vs. Stealth) RH - Maul/Glaive LH -

ATTACKS & SPELLCASTING

Misc - Holy Symbol

**EOUIPMENT** 

**FEATURES & TRAITS** 

