



GERANU

Cleric 5 (Domain of Nature)

CLASS & LEVEL

Hobgoblin

RACE

6,955

EXPERIENCE POINTS

Outlander

BACKGROUND

DM NPC

PLAYER NAME

LMoP

CAMPAIGN or PLAYER ID

STR
+1
13

+3 PROFICIENCY BONUS

DEX
-1
8

CON
+3
16

INT
+0
11

WIS
+3
17

CHA
+1
12

SAVING THROWS

- +1 Strength Saves
- 1 Dexterity Saves
- +3 Constitution Saves
- +0 Intelligence Saves
- +6 Wisdom Saves *
- +4 Charisma Saves *

* Prof. bonus added

SKILLS

- 1 Acrobatics (*Dex*)
- +3 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- +4 Athletics (*Str*) *
- +1 Deception (*Cha*)
- +0 History (*Int*)
- +3 Insight (*Wis*)
- +1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +6 Medicine (*Wis*) *
- +3 Nature (*Int*) *
- +3 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +3 Religion (*Int*) *
- 1 Sleight of Hand (*Dex*)
- 1 Stealth (*Dex*) (*Disadv.*)
- +6 Survival (*Wis*) *

* Prof. bonus added

13 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, longbow, longsword

Tools: one type of musical instrument

Saving Throws: Wisdom, Charisma

Skills: Athletics, Medicine, Nature, Religion, Survival

Languages: Common, Elvish, Goblin

ARMOR CLASS (AC)

15

INITIATIVE

-1

30 ft.

Armor Worn: Scale mail and shield

HIT POINTS

43

HIT DICE

5d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+1 bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit. *Hit:* 1d8+1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC & SPECIAL ATTACKS

Sacred Flame Cantrip. *Ranged Spell Attack:*

Targets creature within 60 feet that you can see. That creature makes a DC 14 Dexterity saving throw or takes 2d8 radiant damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear: scale mail (AC 14), shield (AC +2), mace, belt pouch, set of traveler's clothes, hunting trap, a staff, a trophy from an animal you killed

Lifting and Carrying: 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.

Coins & Gems: 684 gold pieces (gp); 20 silver pieces (sp); 32 copper pieces (cp); 2 gems (worth 50 gp each)

SPEED

FEATURES, TRAITS & MORE

Alignment: Lawful Evil. I take what I want up to the maximum allowed by law or loyalty, promoting order and control over others.

Hobgoblin Traits [VGtM p. 119]

- Age: 32-years-old
- Medium Size (5' 3", 124 lbs.)
- Darkvision (60 feet)
- Martial Training (prof. in longsword, longbow and light armor)
- Saving Face (on failed attack, ability check or saving throw roll, gain bonus equal to number of allies in sight within 30 feet, max. bonus +5, use once between short rests)

Class Features [PHB p. 57]

- Ritual Casting
- Acolyte of Nature (druid cantrip, proficiency)
- Channel Divinity (1 use betw. short or long rests)
- Channel Divinity: Charm Animals and Plants (up to 30 ft., Wisdom save)
- Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)
- Destroy Undead (CR 1/2 or lower)

Spellcasting [PHB p. 201]

Spell Attack Modifier +6
Spell Save DC 14

Cantrips Known: *Druidcraft, Light, Resistance, Sacred Flame, Spare the Dying*

Prepared Spells

1st Level (4 slots): *Animal Friendship**, *Speak With Animals**, *Bane*, *Detect Magic*, *Bless*
2nd Level (3 slots): *Barkskin**, *Spike Growth**, *Hold Person*, *Enhance Ability*, *Lesser Restoration*
3rd Level (2 slots): *Plant Growth**, *Wind Wall**, *Clairvoyance*, *Dispel Magic*

Background Features [PHB p. 136]

- Wanderer

« BACK TO GENERATE ANOTHER CHARACTER

[PHB] = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

CONTACT (especially about typos, glitches and othre errors)

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