

Saassraa

CHARACTER NAME

Cleric

CLASS & LEVEL

Kabold

RACE

Folk Hero

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

DEXTERITY

15

CONSTITUTION

15

INTELLIGENCE

14

WISDOM

14

CHARISMA

15

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
 - ☐ Dexterity
 - ☐ Constitution
 - ☐ Intelligence
 - ☐ Wisdom
 - ☐ Charisma

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Mace

1d6 bludgeoning

ATTACKS & SPELLCASTING

Inventory:

CP

Mace (Weapon) - 1d6 bludgeoning damage, Type: melee, Weight: 4 lbs, Value: 5 gp

SP

Shield (Armor) - AC: 2, Type: shield, Weight: 6 lbs, Value: 10 gp

EP

Potion of Night Vision (Potion) - Effect: Gain darkvision (18m) for 1 hour, Value: 10 gp

GP

Ring of Mind Read (Magic Item) - Effect: Read surface thoughts of a creature (1/day), Weight: 0.1 lbs, Value: 300 gp

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

- Darkvision: Can see in darkness up to 60 feet, but only in grayscale.
- Pack Tactics: Advantage on attack rolls if an ally is within 5 feet.



Cleric

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

: 12

SPELL SAVE DC

: 4

SPELL ATTACK
BONUS

0

CANTRIPS

Cantripss:

Thaumaturgy: You create a supernatural effect such as making your voice boom, flames flicker, or doors fly open. No damage.

Sacred Flame: A flame-like radiance descends upon a creature, dealing 1d8 radiant damage (Dex save for half).

Guidance: You touch a creature, giving them a +1d4 bonus to a single ability check within the next minute.

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARE

Spellss:

SPELL NAME

☐ Bless: You bless up to three creatures of your choice, granting them a 1d4 bonus to attack rolls and saving throws for up to 1 minute.

☐ Cure Wounds: A creature you touch regains hit points equal to 1d8 + your spellcasting modifier.

☐ Guiding Bolt: A flash of light streaks toward a creature, dealing 4d6 radiant damage on a hit and granting advantage on the next attack roll against the target.

☐ Healing Word: A creature of your choice within 60 feet regains hit points equal to 1d4 + your spellcasting modifier.

☐ Detect Magic: You sense the presence of magic within 30 feet of you for 10 minutes.

2

3

6

7

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SPELLS KNOWN