

Saassraa

CHARACTER NAME

Cleric

CLASS & LEVEL

Kabold

RACE

Guild Artisan

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
12

DEXTERITY
11

CONSTITUTION
8

INTELLIGENCE
7

WISDOM
6

CHARISMA
8

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

16

ARMOR
CLASS

INITIATIVE

SPEED

Hit Point Maximum **16**

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 Chainmail (Armor) - AC: 16, Type: medium, Weight: 20 lbs, Value: 75 gp
- EP Antidote (Potion) - Effect: Cures one poison effect, 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

- 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.

FEATURES & TRAITS

