

# D&D CHARACTER SHEET

CHARACTER NAME

Zariel

CLASS & LEVEL

Cleric 3

BACKGROUND

Acolyte

PLAYER NAME

Generated

RACE

Dwarf

ALIGNMENT

Lawful Good

EXPERIENCE POINTS

0

CHARACTER PORTRAIT



ARMOR CLASS

12

INITIATIVE

2

SPEED

25 ft

HIT POINT MAXIMUM

10

HIT DICE

d8

DEATH SAVES (SUCCESS/FAILURE)

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ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
13	14	14	10	12	11
+1	+2	+2	+0	+1	+0

SAVING THROWS

- WIS
- CHA

SKILLS

- Insight
- Religion

PERSONALITY TRAITS

- Brave
- Curious

IDEALS

- To protect the innocent.

BONDS

- My sacred oath.

FLAWS

- Overly trusting.

## ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Unarmed Strike	+2	1d4 Bludgeoning
Spellcasting	+3 (Int/Wis/Cha)	Spirit Guardians...

## SPELLS KNOWN

- Spirit Guardians
- Revivify

## FEATURES & TRAITS

Race Traits:

- Darkvision
- Dwarven Resilience
- Stonecunning
- Dwarven Combat Training
- Tool Proficiency

Background Feature:

- Shelter of the Faithful: As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Class Features (Level 3):

None

## OTHER PROFICIENCIES & LANGUAGES

Light Armor, Medium Armor, Shields, Simple Weapons

Battleaxes, Handaxes, Light hammers, Warhammers

Skill: Insight, Skill: Religion

Languages: Common, Dwarvish

## CHARACTER BACKSTORY

Zariel was born in the depths of Kragmir's Peak, a stalwart dwarf clan renowned for their unwavering dedication to Moradin, the Dwarven All-Father. As a child, Zariel demonstrated an uncanny connection to the divine, often sensing the whispers of Moradin in times of turmoil. After his father's untimely demise in a mine collapse, Zariel felt compelled to continue his family's legacy by serving Moradin and protecting his kin.

A fateful encounter with a group of goblins raiding their settlement sparked Zariel's desire for adventure. Witnessing the terror and despair of his people, he realized that his divine calling extended beyond mere prayer and healing. Now, as a 3rd-level Cleric, Zariel travels the land, seeking justice and vanquishing evil in the name of Moradin. His Lawful Good alignment manifests through his unwavering commitment to protecting the innocent and upholding the law, even when it means defying tradition or challenging the status quo.