

Tyrur Goldstein

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Hill Dwarf

RACE

Soldier

BACKGROUND

Neutral good

ALIGNMENT

Warren

PLAYER NAME

75

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +3 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

17

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always polite and respectful. Also, I don't my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect, People deserve to be treated with dignity and courtes1 6y.

IDEALS

I have 3 cousins - Gundren, Tharden, and Nundro Rockseeker - who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhammer

+2

1d8+2/b

Handaxe

+4

1d6+2/s

Armor: Chain Mail

Shield: Shield

Spell Slots: You have two 1st-level spell slots. Prepared Spells. You can prepare 4 1st-level spell slots.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

10

PP

0

chain mail*, shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant) While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

(See Features Page)

--Darkvision (60')

--Dwarven Resilience


--Dwarven Toughness**

--Military Rank

--Stonecunning

--discipline of life

FEATURES & TRAITS



Cleric 1

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Light (V,M)
- Sacred Flame (V,S)
- Thaumaturgy (V)
-
-
-
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SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1 2

- PREPARED
- SPELL NAME
- ☒ Bless (V,S,M) (C)
- ☒ Cure Wounds (V,S)
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SPILLS KNOWN

Features and Magic Items

Tyrur Goldstein

Subclasses

Features

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness

Source: Race (Hill Dwarf)

****Not included in stats on Character Sheet**

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Military Rank

Source: Background (Soldier)

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

discipline of life

Source: Unknown

Unknown Feature. Add to features.py

Magic Items

Spell Descriptions

Tyrur Goldstein

Bless

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cure Wounds

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Light

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Sacred Flame

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Thaumaturgy

Transmutation Cantrip

Casting Time: 1 action

Duration: Up to 1 minute

Range: 30 feet

Components: V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

Your voice booms up to three times as loud as normal for 1 minute. You cause flames to flicker, brighten, dim, or change color for 1 minute. *You cause harmless tremors in the ground for 1 minute.* You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. *You instantaneously cause an unlocked door or window to fly open or slam shut.* You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.