

Zekeriah Blackspear

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Human

RACE

Acolyte

BACKGROUND

Neutral-Good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

-2

6

WISDOM

-4

3

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge.

IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword 1 1d6 +1 pier

Longsword 1 1d8 +1 slas

Armor: None Shield: None

ATTACKS & SPELLCASTING

Spellcasting Ability: Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells. Arcane Recovery: You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up). Darkvision: You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray. Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep. Trance: Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep. Shelter of the Faithful: As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

8

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons.

Languages:

Common, Elvish, Draconic, Dwarvish, Goblin.

OTHER PROFICIENCIES & LANGUAGES

CP 316

SP 283

EP 28

GP 125

PP 0

Gallon of ale, red cloak, shortsword, longsword, jar of salt, vodka (500mL), potion of vitality, wand of magic missiles (7/7), component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch.

EQUIPMENT