

Cleric 20 Gladiator CLASS & LEVEL

BACKGROUND

Ben PLAYER NAME

Lightfoot Halfling

Chaotic good

0 EXPERIENCE POINTS



DEXTERITY

15

CONSTITUTION

12

INTELLIGENCE

WISDOM

15

CHARISMA

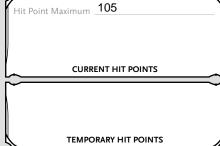
INSPIRATION

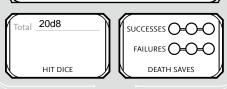


- +2 Strength O +2 Dexterity +1 Constitution +0 Intelligence +8 Wisdom • +5 Charisma SAVING THROWS
- +8 Acrobatics (Dex) O +2 Animal Handling (Wis) O +0 Arcana (Int) O +2 Athletics (Str) O -1 Deception (Cha)
- O +0 History (Int) +8 Insight (Wis) -1 Intimidation (Cha) O +0 Investigation (Int)
- O +2 Medicine (Wis) O +0 Nature (Int)
- O +2 Perception (Wis) • +5 Performance (Cha)
- O -1 Persuasion (Cha)
- +6 Religion (Int)
- O +2 Sleight of Hand (Dex)
- O +2 Stealth (Dex)
- O +2 Survival (Wis)

SKILLS







TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDFALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS



Armor: Scale Mail Shield: None

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- --Avatar of Battle
- --Brave
- --By Popular Demand
- -- Channel Divinity (3x/SR)
- --Channel Divinity: Guided Strike
- -- Channel Divinity: Turn

Undead

--Channel Divinity: War Gods

Blessing

- -- Destroy Undead (CR 4)
- --Divine Intervention
- --Divine Strike (2d8)
- --Halfling Nimbleness
- --Lucky
- --Naturally Stealthy
- --War Priest (2x/LR)

TODO: Describe other features and abilities your character has.

ATTACKS & SPELLCASTING

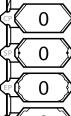
PASSIVE WISDOM (PERCEPTION)

## Proficiencies:

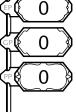
Light armor, medium armor, shields, all simple weapons, martial weapons, heavy armor.

Languages: Common, Halfling

OTHER PROFICIENCIES & LANGUAGES



TODO: list the equipment and magic items your character carries



**FEATURES & TRAITS** 

O CANTRIPS	[3] 3 )	[6] 2 3)
Light (V,M)		
Sacred Flame (V,S)	Crusaders Mantle (V) (C)	Heal (V,S)
Sacred Flame (V,S)	Daylight (V,S)	0
	Spirit Guardians (V,S,M) (C)	0
	0	0
	0	0
	0	0
	0	0
	0	0
SPELL	0	0
LEVEL SLOTS TOTAL SLOTS EXPENDED	0	
11 4	0	7 2
	0	
SPELL NAME	0	O
Bless (V,S,M) (C)		0
Cure Wounds (V,S)	4 3	0
Divine Favor (V,S) (C)	4 3 1	0
Shield Of Faith (V,S,M) (C)	Banishment (V,S,M) (C)	0
0	● Freedom Of Movement (V,S,M)	0
0	Stoneskin (V,S,M) (C)	0
0	0	0
0	0	0
0	0	
0	0	[8] 1 )
0	0	
0	0	0
	0	0
[2] 3 )	0	0
	0	0
Aid (V,S,M)	0	0
● Hold Person (V,S,M) (C)		0
Magic Weapon (V,S) (C)	[5] 3	0
Spiritual Weapon (V,S)		
0	● Flame Strike (V,S,M)	9 1
0	● Geas (V)	
0	Hold Monster (V,S,M) (C)	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
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