

Symonn Peytus Jones

CHARACTER NAME

Cleric (1)

CLASS & LEVEL

Dwarf

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

Sandy

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+1

12

WISDOM

+2

15

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +4 Wisdom
- ☒ +2 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Absent-minded; prone to distractions, thinks a lot about the clerical lifestyle and how great it is.

Shv. Prefers to keep a barrier between
PERSONALITY TRAITS

IDEALS

BONDS

Unable to pronounce 'r's

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Flail

+2

1d8 + 2 bludgeoning

Crossbow, light

+1

1d8 - 1 piercing

Mace

+4

1d6 + 2 bludgeoning

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Brewer's Supplies

Weapon Proficiencies: Battleaxe; Handaxe;
Light hammer; Simple; Warhammer

Armor Proficiencies: Heavy; Light; Medium;
Shields

Language Proficiencies: Common; Dwarvish;
Elvish; Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Pouch (1); Clothes, common (1);
Leather (1); Crossbow bolt (20);
Waterskin (1); Shield (1);
Candle (10); Alms Box (1);
Incense (2); Rations (1 day) (2);
Censer (1); Amulet (1);
Vestments (1); Prayer Book
(1); Tinderbox (1); Blanket (1);
Backpack (1); Emblem (1)

EQUIPMENT

Darkvision: 60 ft.
Damage Resistances: poison

(additional features & traits on last page)

FEATURES & TRAITS



Symonn Peytus Jones

CHARACTER NAME

89

AGE

4'10"

HEIGHT

150

WEIGHT

Brown

EYES

Brown

SKIN

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

Transcendent Order

SYMBOL

TREASURE

CHARACTER BACKSTORY

Lives at The Guildhall.

From a posh upbringing with a mathematician father who saw the world in very orderly patterns. At the age of 50, realized the orderly life wasn't for him, and wanted to see what the world had to offer. Now he seeks the ultimate answers to the universe, and will stop at nothing to find them.

Cleric

WISDOM

12

+4

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Light

Sacred Flame

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

12

PREPARED

SPELL NAME

☐ Bane
 ☐ Bless (Domain)
 ☐ Command
 ☐ Create or Destroy Water
 ☐ Cure Wounds (Domain)
 ☐ Detect Evil and Good
 ☐ Detect Magic
 ☐ Detect Poison and Disease
 ☐ Guiding Bolt
 ☐ Healing Word
 ☐ Inflict Wounds
 ☐ Protection from Evil and Good

2

3

4

5

6

7

8

9

SPILLS KNOWN

FEATURES & TRAITS

-----Other Traits-----

Disciple of Life. 1st level or greater healing spells increase healing by 2 + spell's level HPs.

Dwarven Resilience. Advantage on poison saves, resistance to poison damage.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

Stonecunning. 2X prof bonus on stonework-related history checks.