DUNGEONS & DRAGONS®

Grueela

CHARACTER NAME

Cleric (Knowledge Domain) 1 — CLASS & LEVEL

Urchin — BACKGROUND

PLAYER NAME

Gnome - Forest — RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH 8 (-1)

DEXTERITY 11 (+0)

CONSTITUTION 9 (-1)

INTELLIGENCE 18 (+4)

WISDOM 11 (+0)

CHARISMA 14 (+2)

INSPIRATION

+2 PROFICIENCY BONUS

- ○ -1 Strength
- ○ +0 Dexterity
- ○ -1 Constitution
- ○ +4 Intelligence
- ◉ +2 Wisdom
- ◉ +4 Charisma

SAVING THROWS

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

SKILLS

16 ARMOR CLASS

+0 INITIATIVE

25 SPEED

Hit Point Maximum 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
mace	+1	1d6 -1 b.
sling	+2	1d4 b.

ATTACKS & SPELLCASTING

I ask a lot of questions.

PERSONALITY TRAITS

The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

IDEALS

I escaped my life of poverty by robbing an important person, and I'm wanted for it.

BONDS

I'd rather kill someone in their sleep that fight fair.

FLAWS

Speak with small beasts, Darkvision, City secrets, Gnome cunning

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Giant, Sylvan, Gnomish, Common

OTHER PROFICIENCIES & LANGUAGES

CP SP EP GP PP

Map of home city, Common clothes, Token from parents, Holy symbol, Small knife, Pet mouse, Explorer's pack, Shield, Mace, Sling, Chain mail armor

EQUIPMENT

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