

Pope Beardy

CHARACTER NAME

Cleric, Level 0

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

X

INSPIRATION

10

+0 SAVING THROWS
+0 ATHLETICS

+0

STRENGTH

These are skills

10

+0 SAVING THROWS
+0 ACROBATICS
+0 SLEIGHT OF HAND
+0 STEALTH

+0

DEXTERITY

Proficient, y/n?

10

+0 SAVING THROWS

+0

CONSTITUTION

12

+1 SAVING THROWS
+1 ARCANA
+1 HISTORY
+2 INVESTIGATION
+1 NATURE
+2 RELIGION

+1

INTELLIGENCE

12

+1 SAVING THROWS
+1 ANIMAL HANDLING
+1 INSIGHT
+2 MEDICINE
+1 PERCEPTION
+1 SURVIVAL

+1

WISDOM

10

+0 SAVING THROWS
+0 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

+0

CHARISMA

X

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

X

INITIATIVE

25ft.

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

X

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVES

X

PERSONALITY TRAITS

X

IDEALS

X

BONDS

X

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Hand Crossbow

+1

1d4

Attack Bonus (Bonus Chance to hit on attacks):

Bows get your Dexterity modifier (+0)
+
Proficiency Bonus (+1)
=
Bonus Chance to Hit (+1)

Attack Damage against enemy hit points:

Weapon attack damage
Roll one 4 sided die (1d4)
+
Dexterity Bonus? (+0)
=
Your Attack Damage (1d4 + 0)

ATTACKS & SPELLCASTING

Ranged Weapon:

- You have disadvantage on attacks made against enemies within 5ft. of you.

- You can attack enemies between 5ft. and 80 ft. away from you normally

- You can attack enemies between 80ft. and 320ft. away but with disadvantage

(Spell) Spare the Dying:

You touch a living creature that has 0 hit points. The creature becomes stable.

(Spell) Cure Wounds:

Available Uses: 3

A creature you touch regains a number of hit points equal to 1d8.

FEATURES & TRAITS

Languages: Common, Dwarfish

Proficient with equipment:
Hand Crossbow, Sticks

Proficient at skills:
Religion, Investigation, Medicine

OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class)

EQUIPMENT & CHARACTER NOTES