

CHARACTER NAME

Cleric 8 (Waukeen)

CLASS & LEVEL

Albino Dwarf

RACE

Noble

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

34,000

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

8

-1

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

18

+4

CHARISMA

10

+0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ -1 Dexterity
- ☐ +1 Constitution
- ☐ +2 Intelligence
- ☒ +7 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☒ +8 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +5 History (Int)
- ☒ +7 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +7 Medicine (Wis)
- ☒ +5 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☒ +3 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

15

ARMOR CLASS

-1

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

warhammer

+6

1d8+3\*

spear\*

+6

1d6+3\*

\*warhammer versatile (1d10+3)

\*spear versatile (1d8+3)

\*thrown spear range (20/60)

POTENT SPELLCASTING.

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor.  
Light Armor, Medium Armor, Shields

Weapons.  
Simple Weapons, Battleaxe, Handaxe, Light Hammer, Warhammer

Tools.  
Mason's Tools; Gaming Set (Three-Dragon Ante)

Languages.  
Common, Draconic, Dwarvish, Goblin, Grung

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

25

warhammer, spear, scale mail, shield, holy symbol, explorer's pack, fine clothes, Three-Dragon Ante deck, tattoos denoting social status, pouch

EQUIPMENT

CHANNEL DIVINITY (1/rest).

You have the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and Knowledge of the Ages. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

CD: TURN UNDEAD.

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

KNOWLEDGE DOMAIN.

CD: KNOWLEDGE OF THE AGES.

You can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

CD: READ THOUGHTS.

You can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

### POSITION OF PRIVILEGE.

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

### BACKSTORY.

Your people keep on going missing in the jungle, and all efforts to locate the abductors have been for naught. As a clan leader, the time has come for you to discover who is behind all this.

CHARACTER BACKSTORY

Darkvision 60 ft.

#### DWARVEN RESILIENCE.

You have advantage on saving throws against poison, and you have resistance against poison damage.

#### STONE CUNNING.

Whenever you make an Intelligence (History) check related to the origin of stonework in Chult, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

#### DWARVEN TOUGHNESS.

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

#### RITUAL CASTING.

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

#### BLESSINGS OF KNOWLEDGE.

Your proficiency bonus is doubled for any ability check you make that uses either Arcana or Nature.

ADDITIONAL FEATURES & TRAITS

TREASURE



Cleric

SPELLCASTING CLASS

Wisdom

15

+7

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- Guidance
- Mending
- Sacred Flame
- Spare the Dying

SPELL LEVEL

1

SLOTS TOTAL

4

SLOTS EXPENDED

- PREPARED

SPELL NAME
- Command (d)
  - Identify (d)
  - Bless
  - Cure Wounds
  - Guiding Bolt
  - Protection from Evil and Good

2

3

- Augury (d)
  - Suggestion (d)
  - Lesser Restoration
  - Prayer of Healing
  - Spiritual Weapon
- (d) Domain Spell (always prepared); Can prepare 12 additional spells.
- Non-domain spells above can be switched out.

3

3

- Nondetection (d)
- Speak with Dead (d)
- Dispel Magic
- Mass Healing Word
- Spirit Guardians

4

2

- Arcane Eye (d)
- Confusion (d)
- Death Ward
- Guardian of Faith

5



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