



Cleric 5 (Domain of Life)

CLASS & LEVEL

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

6,825

EXPERIENCE POINTS

Sailor

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+2
15

+3 PROFICIENCY
BONUS

SAVING THROWS

- +2 Strength Saves
- +0 Dexterity Saves
- +3 Constitution Saves
- 1 Intelligence Saves
- +6 Wisdom Saves *
- +4 Charisma Saves *
- * Prof. bonus added

DEX
+0
10

CON
+3
16

SKILLS

- +0 Acrobatics (*Dex*)
- +3 Animal Handling (*Wis*)
- 1 Arcana (*Int*)
- +5 Athletics (*Str*) *
- +1 Deception (*Cha*)
- 1 History (*Int*)
- +6 Insight (*Wis*) *
- +1 Intimidation (*Cha*)
- 1 Investigation (*Int*)
- +3 Medicine (*Wis*)
- 1 Nature (*Int*)
- +6 Perception (*Wis*) *
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +2 Religion (*Int*) *
- +0 Sleight of Hand (*Dex*)
- +0 Stealth (*Dex*) (*Disadv.*)
- +3 Survival (*Wis*)

* Prof. bonus added

16 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: navigator's tools, smith's tools, vehicles (watercraft)

Saving Throws: Wisdom, Charisma

Skills: Athletics, Insight, Perception, Religion

Languages: Common, Dwarvish

ENCUMBRANCE

Lifting & Carrying: 225 lbs. max. carrying capacity; 450 lbs. pushing or dragging (speed -5 ft.); 450 lbs. max. lift.



ARMOR
CLASS
(AC)

16



INITIATIVE

+0



SPEED

25 ft.

Armor Worn: scale mail, shield



HIT POINTS

43

HIT DICE

5d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+2 bludgeoning damage. (If used two-handed in melee, does 1d10+2 damage.)

Light Crossbow. *Ranged Weapon Attack:* +3 to hit. *Hit:* 1d8+0 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Sacred Flame Cantrip. *Ranged Spell Attack:* Targets creature within 60 feet that you can see. That creature makes a DC 14 Dexterity saving throw or takes 2d8 radiant damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), warhammer, mace, belt pouch, set of common clothes, rope (silk, 50 feet), belaying pin (club), a non-magical lucky charm. (This load is about 116 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 735 gold pieces (gp); 43 silver pieces (sp); 68 copper pieces (cp); 7 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral Good. I help others according to their needs and promote compassion above all else.

Sailor Background [PHB p. 139]

- **Feature:** Ship's Passage.
- **Traits:** Driven to sea by scandal on land. Delicate toward others.
- **Ideal:** Share work, share rewards.
- **Bond:** Aspires to have own ship.
- **Flaw:** Never refuses a dare.

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 131 years old
- Medium Size (4' 8", 170 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)

Cleric Class Features [PHB p. 57]

- Ritual Casting
- Discipline of Life (healing bonus)
- Channel Divinity (1 use betw. short or long rests)
- Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)
- Destroy Undead (CR 1/2 or lower)
- Channel Divinity: Preserve Life (heal 25 hp)

Spellcasting [PHB p. 201]

Spell Attack Modifier +6
Spell Save DC 14



Cantrips Known: *Light, Mending, Resistance, Sacred Flame, Thaumaturgy*

Prepared Spells

- 1st Level (4 slots): *Bless**, *Cure Wounds**, *Bane*, *Detect Magic*
- 2nd Level (3 slots): *Lesser Restoration**, *Spiritual Weapon**, *Enhance Ability*, *Hold Person*
- 3rd Level (2 slots): *Beacon Of Hope**, *Revivify**, *Remove Curse*, *Clairvoyance*, *Dispel Magic*, *Daylight*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.