

Aldric Ronaan

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Human Variant

RACE

Soldier

BACKGROUND

Neutral Good

ALIGNMENT

Sean

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
+2
15

DEXTERITY
0
10

CONSTITUTION
+2
14

INTELLIGENCE
+1
12

WISDOM
+3
16

CHARISMA
-1
8

INSPIRATION

2 PROFICIENCY BONUS

SAVING THROWS

- 2 Strength
- 0 Dexterity
- 2 Constitution
- 1 Intelligence
- 5 Wisdom
- 1 Charisma

SKILLS

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

18 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 10

10 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Blunt, sarcastic, dry sense of humor.

PERSONALITY TRAITS

No longer believes in 'good guys' and 'bad guys'. Will treat incapacitated enemies as well as friends.

IDEALS

Has dedicated himself to saving life.

BONDS

Will often disregard danger in favor of assisting those in need.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+2	Bludgeonin

Divine Favor
Shield of Faith
Thaumaturgy
Sacred Flame
Light
Cure Wounds
Bless

ATTACKS & SPELLCASTING

Feats:
Medic (Unearthed Arcana, if allowed)

FEATURES & TRAITS

15 PASSIVE WISDOM (PERCEPTION)

Dice
Land vehicles
Light armor
Medium armor
Heavy armor
Martial weapons

OTHER PROFICIENCIES & LANGUAGES

Warhammer
Shield
Explorer's Pack
Holy Symbol

10

EQUIPMENT