

CHARACTER NAME

WHAT I LOOK LIKE

**Cleric**

MY CLASS

**1**

LEVEL

**Dragonborn** **7** **Sporty**

RACE AGE BACKGROUND XP

EYES HAIR HEIGHT WEIGHT

<p><b>STRENGTH</b></p> <p><b>+2</b>   <b>+2</b></p> <p>BONUS SAVE</p>	<p><b>DEXTERITY</b></p> <p><b>+0</b>   <b>+0</b></p> <p>BONUS SAVE</p>	<p><b>CONSTITUTION</b></p> <p><b>+2</b>   <b>+2</b></p> <p>BONUS SAVE</p>
<p><b>INTELLIGENCE</b></p> <p><b>-1</b>   <b>-1</b></p> <p>BONUS SAVE</p>	<p><b>WISDOM</b></p> <p><b>+2</b>   <b>+4</b></p> <p>BONUS SAVE</p>	<p><b>CHARISMA</b></p> <p><b>+2</b>   <b>+4</b></p> <p>BONUS SAVE</p>

**+2** PROFICIENCY

INSPIRATION

**14** PASSIVE PERCEPTION

- 1d20
- SKILLS**
- +0** ACROBATICS: I'm good at tumbling, flipping, and rolling.
  - +2** ANIMAL HANDLING: Animals really like me
  - 1** ARCANA: I know about magic, spells, and weird things
  - +4** ATHLETICS: I'm good at running, jumping, and climbing
  - +2** DECEPTION: I'm good at lying and playing tricks on people
  - 1** HISTORY: I know about things that happened a long time ago
  - +2** INSIGHT: I know how people feel and can tell when they're lying
  - +2** INTIMIDATION: I'm good at scaring people!
  - 1** INVESTIGATION: I can find clues and secrets
  - +4** MEDICINE: I can help people when they're sick
  - 1** NATURE: I know all about plants and animals
  - +4** PERCEPTION: I'm good at finding and spotting things
  - +2** PERFORMANCE: I'm good at putting on a show!
  - +2** PERSUASION: I can get people to do what I want to do
  - +1** RELIGION: I know about the gods and prayers
  - +0** SLEIGHT OF HAND: I'm good at hiding things and taking things
  - +0** STEALTH: I'm good at hiding and staying quiet
  - +2** SURVIVAL: I can follow footprints and track animals

ARMOUR **16** **18**

INITIATIVE **+0**

SPEED **30**

Hit Point Maximum **10**

Temporary Hit Points

HIT DICE

Used Total **1**

DEATH SAVES

SUCCESSSES

FAILURES

NAME	ATK BONUS	DAMAGE
Mace	1d20 + <b>4</b>	1d6 + 2
Light Crossbow	1d20 + <b>2</b>	1d8
	1d20 +	
Crossbow Bolts	<input type="radio"/>	

AMMUNITION

**OTHER COMBAT STUFF**

Breathe Fire: 15 foot cone. Enemies roll a DC 12 Dexterity save. They take 2d6 fire damage if they fail, and half if they pass.

I'm wearing chainmail.

Sometimes I use a shield, it gives me +2 Armour (18 total)

**STUFF I CAN DO**

I can speak, read, and write Common, Draconic, Elvish, and Giant.

I can cast spells and rituals! (see Spell Sheet)

I'm really good at healing people. Whenever I heal someone with a spell, they get 3 extra hit points.

I'm really good at dodgeball! I am always picked first for sports.

I can breathe fire! (see Breath Fire in "Other Combat Stuff")

I only take half damage from fire.

I can use simple weapons.

I can use all armour and shields.

I have disadvantage on Stealth checks because of my armour.

I have an explorer's pack