

# LEIFI BULITH

Cleric 1

CLASS & LEVEL

Mountain Dwarf

RACE

0

EXPERIENCE POINTS

Sage

BACKGROUND

Rick

PLAYER NAME

DM:ERIC

CAMPAIGN or PLAYER ID

STR  
**+2**  
14

DEX  
**-1**  
8

CON  
**+3**  
16

INT  
**+0**  
10

WIS  
**+2**  
15

CHA  
**+1**  
12

**+2** PROFICIENCY BONUS

## SAVING THROWS

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

## SKILLS

- 1 Acrobatics (*Dex*)
- +2 Animal Handling (*Wis*)
- +2 Arcana (*Int*) \*
- +2 Athletics (*Str*)
- +1 Deception (*Cha*)
- +2 History (*Int*) \*
- +4 Insight (*Wis*) \*
- +1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +2 Medicine (*Wis*)
- +0 Nature (*Int*)
- +2 Perception (*Wis*)
- +1 Performance (*Cha*)
- +1 Persuasion (*Cha*)
- +2 Religion (*Int*) \*
- 1 Sleight of Hand (*Dex*)
- 1 Stealth (*Dex*) (*Disadv.*)
- +2 Survival (*Wis*)

\* Prof. bonus added

**12** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

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

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

**Tools:** mason's tools

**Saving Throws:** Wisdom, Charisma

**Skills:** Arcana, History, Insight, Religion

**Languages:** Common, Dwarvish, Giant, Orc



ARMOR CLASS (AC)

**15**



INITIATIVE

**-1**



SPEED

**25 ft.**

Armor Worn: Scale mail and shield



HIT POINTS

**11**

HIT DICE

**1d8**

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Warhammer.** *Melee Weapon Attack:* +4 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:* +1 to hit. *Hit:* 1d8-1 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 & SPECIAL ATTACKS

## FEATURES, TRAITS & MORE

**Alignment:** Chaotic Good. I follow my conscience regardless of others' expectations. Freedom and compassion matter more than rules.

### Mountain Dwarf Traits [PHB p. 20]

- Age: 111 years old
- Medium Size (4' 7", 179 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 (mason's tools)
- Stonecunning (stonework lore)

### Cleric Class Features [PHB p. 57]

- Ritual Casting
- Discipline of Life (healing bonus)

### Spellcasting [PHB p. 201]

Spell Attack Modifier +4  
Spell Save DC 12

**Cantrips Known:** *Guidance, Light, Spare the Dying, Thaumaturgy*

### Prepared Spells

1st Level (2 slots): *Bless\**, *Cure Wounds\**, *Detect Magic*, *Inflict Wounds*, *Purify Food and Drink*

### Sage Features [PHB p. 137]

- Researcher