

Arram

Male Human Soldier Cleric 3

Neutral Good

Strength 13 (+1)

Dexterity 11 (+0)

Constitution 11 (+0)

Intelligence 9 (-1)

Wisdom 16 (+3)

Charisma 13 (+1)

Size: Medium

Height: 5' 11"

Weight: 200 lb

Skin: Tan

Eyes: Light Brown

Hair: Black Straight; Thick Beard / Hirsute

Maximum Hit Points: 14

Speed: 30 feet

Inspiration: 

Armor Class: 18 = 10 + 6 [chain mail] + 2 [steel shield]

Proficiency bonus: +2

Initiative modifier: + 0 = + 0 [dexterity]

Attack (handheld / thrown): + 3 = + 1 [strength] + 2 [proficiency]

Attack (missile / finesse): + 2 + 2 [proficiency]

Strength save: + 1 = + 1 [strength]

Dexterity save: + 0

Constitution save: + 0

Intelligence save: -1 = -1 [intelligence]

Wisdom save: + 5 = + 3 [wisdom] + 2 [proficiency]

Charisma save: + 3 = + 1 [charisma] + 2 [proficiency]

Insight (passive): 13 (18 with advantage)

Investigation (passive): 9 (14 with advantage)

Perception (passive): 15 (20 with advantage)

Carry: 195 lb maximum

For groups using the optional encumbrance rules:

If carrying more than 65 lb, encumbered -- -10 on speed

If carrying more than 130 lb, heavily encumbered -- -20 on speed, disadvantage on ability checks, attack rolls, and saves involving strength, constitution, and/or dexterity

Languages: Common Dwarvish

Unarmed strike [+3 to hit; 1+1 bludgeoning]

Mace [+3 to hit; 1d6+1 bludgeoning, 4 lb]

Crossbow, light [+2 to hit; 1d8 piercing, 6 lb, ammunition (range 80/320), loading, two-handed]

Chain mail [heavy; + 6 AC; max dex + 0; stealth disadvantage; 55 lb.]

Steel Shield [+2 AC; 6 lb.]

Feats:

| <i>Skill Name</i> | <i>Key Ability</i> | <i>Skill Modifier</i> | <i>Ability Modifier</i> | <i>Trained?</i> | <i>Misc. Modifier</i> |
|-------------------|--------------------|-----------------------|-------------------------|-----------------|-----------------------|
| Acrobatics | Dex | 0 = | +0 | | |
| Animal Handling | Wis | 3 = | +3 | | |
| Arcana | Int | -1 = | -1 | | |
| Athletics | Str | 3 = | +1 | + 2 | |
| Deception | Cha | 1 = | +1 | | |
| History | Int | -1 = | -1 | | |
| Insight | Wis | 3 = | +3 | | |
| Intimidation | Cha | 3 = | +1 | + 2 | |
| Investigation | Int | -1 = | -1 | | |
| Medicine | Wis | 5 = | +3 | + 2 | |
| Nature | Int | -1 = | -1 | | |
| Perception | Wis | 5 = | +3 | + 2 | |
| Performance | Cha | 1 = | +1 | | |
| Persuasion | Cha | 1 = | +1 | | |
| Religion | Int | -1 = | -1 | | |
| Sleight of Hand | Dex | 0 = | +0 | | |
| Stealth | Dex | 0 = | +0 | | |
| Survival | Wis | 3 = | +3 | | |

Cleric spells:

First-level castings: 4/day

Second-level castings: 2/day

At cleric level 3, Arram knows 3 cleric cantrips.
Mark Arram's Cleric Cantrip(s) here:

- ☐ Guidance
- ☐ Light
- ☐ Mending
- ☐ Resistance
- ☐ Sacred Flame
- ☐ Spare the Dying
- ☐ Thaumaturgy
- ☐
- ☐
- ☐
- ☐








Arram's level and wisdom allow him to prepare 6 Cleric spells daily.
These are in addition to Arram's domain spells.

Mark Arram's prepared First Level cleric spells here:

- ☐ Bane
- ☐ Bless [domain spell]
- ☐ Command
- ☐ Create or Destroy Water
- ☐ Cure Wounds [domain spell]
- ☐ Detect Evil and Good
- ☐ Detect Magic
- ☐ Detect Poison and Disease
- ☐ Guiding Bolt
- ☐ Healing Word
- ☐ Inflict Wounds
- ☐ Protection from Evil and Good
- ☐ Purify Food and Drink
- ☐ Sanctuary
- ☐ Shield of Faith
- ☐
- ☐
- ☐
- ☐

Mark Arram's prepared Second Level Cleric spells here:

- ☐ Aid
- ☐ Augury
- ☐ Blindness / Deafness
- ☐ Calm Emotions
- ☐ Continual Flame
- ☐ Enhance Ability
- ☐ Find Traps
- ☐ Gentle Repose
- ☐ Hold Person
- ☐ Lesser Restoration [domain spell]
- ☐ Locate Object
- ☐ Prayer of Healing
- ☐ Protection from Poison
- ☐ Silence























-  Spiritual Weapon [domain spell]
-  Warding Bond
-  Zone of Truth
- 
- 
- 
- 

Cleric Channel Divinity: 2x:













Regain after any short or long rest











Check any artisan tools with which Arram is proficient:

- | | |
|---|---|
|  Alchemist's supplies |  Leatherworker's tools |
|  Boyer / fletcher tools |  Mason's tools |
|  Brewer's supplies |  Painter's supplies |
|  Calligrapher's supplies |  Potter's tools |
|  Carpenter's tools |  Smith's tools |
|  Cartographer's tools |  Tinker's tools |
|  Cobbler's tools |  Weaver's tools |
|  Cook's utensils |  Woodcarver's tools |
|  Glassblower's tools |  |
|  Goldsmith / silversmith's tools |  |
|  Jeweler's tools |  |

Check any instruments with which Arram is proficient:

- | | |
|--|---|
|  Bagpipes |  Horn |
|  Drum |  Pan flute |
|  Dulcimer |  Shawm |
|  Flute |  Viol |
|  Lute |  |
|  Lyre |  |

Arram is proficient with at least 1 game(s). Check any games with which Arram is proficient:

- | | |
|---|--|
|  Dragon Chess |  Dice game: |
|  Three Dragon Ante |  |
|  Board Game: |  |
|  Card Game: |  |

Check any other tools with which Arram is proficient:



Climber's kit



Herbalism kit



Disguise kit



Navigator tools



Drive a truck



Ride a mount



Fly a plane



Sail a ship



Forgery kit



Poisoner kit



Healer's kit



Thieves' tools

Human

- Humans get +1 on each of the six ability scores (already included). If honor and/or sanity are ability scores, these are also increased by one.
- Humans learn one extra language.

Soldier

- Other military folks will defer to your rank.
- You know how to ride a horse.
- You are proficient with at least one kind of gaming set, mounts and land vehicles.

Cleric

- Proficient in using a healer kit (for resuscitations).
- Ritual caster.
- Three cantrips
- The DC to resist your spells is 8 + proficiency bonus + your wisdom modifier.
- Level 2: Channel Divinity (1 use between short rests)
- Channel Divinity -- Turn Undead
- Level 4: Four cantrips
- Level 5: Destroy Undead -- if an undead of challenge rating 1/2 or lower fails its save on being turned, it is destroyed
- Level 6: Channel Divinity (2 uses between short rests)
- Level 8: Destroy Undead -- if an undead of challenge rating 1 or lower fails its save on being turned, it is destroyed
- Level 10: Five cantrips

- Level 10: Divine Intervention once a week -- percent chance.
- Level 11: Destroy Undead -- if an undead of challenge rating 2 or lower fails its save on being turned, it is destroyed
- Level 14: Destroy Undead -- if an undead of challenge rating 3 or lower fails its save on being turned, it is destroyed
- Level 17: Destroy Undead -- if an undead of challenge rating 4 or lower fails its save on being turned, it is destroyed
- Level 18: Channel Divinity (3 uses between short rests)
- Level 20: Divine Intervention once a week -- succeeds automatically.

Life Cleric (domain)

- Domain spells.
- Proficiency with heavy armor.
- When using a spell to restore hit points, recipient regains 2 + the spell level hit points.
- Level 2: Channel Divinity -- Preserve Life. Distribute 5 x your level hit points to creatures within 25 feet who are at half hit points or below.
- Level 6: When you cast a healing spell of level 1 or higher, you regain 2 + the spell level hp yourself.
- Level 8: Divine Strike. Add 1d8 radiant damage to weapon damage once per turn.
- Level 14: Divine Strike. Add 2d8 radiant damage to weapon damage once per turn.
- Level 17: Maximize all dice rolls to determine hit points restored.

Class HP rolled

| | |
|-----------------|---|
| Level 1: Cleric | 8 |
| Level 2: Cleric | 4 |
| Level 3: Cleric | 2 |



Hit Dice For Healing

Regain half with each long rest. Use as needed during long or short rests.



Death Saving Throws:



Successes



Failures

Arram's Equipment:

71 lb Weapons / Armor / Shield (from above)

2 lb Crossbow bolts (quiver of 20) x 1

5 lb Backpack

7 lb Bedroll

3 lb Blanket, winter x 1

Flint and steel

Gaming set (cards) (proficient)

Gaming set (dice) (proficient)

1 lb Mess kit

20 lb Rations (1 day) x 10

10 lb Rope (50', hempen) x 1

1 lb Tinderbox

10 lb Torches x 10

5 lb Waterskins x 1

1 lb Holy symbol (silver)

136 lb Total



Arram's Personality Traits: Taciturn

Arram's Ideal(s):

Arram's Bond(s):

Arram's Flaw(s):

More about Arram: