

Arram

Male Human Soldier Cleric 3

Neutral Good

Strength	13 (+1)	Size:	Medium
Dexterity	11 (+0)	Height:	5' 11"
Constitution	11 (+0)	Weight:	200 lb
Intelligence	9 (-1)	Skin:	Tan
Wisdom	16 (+3)	Eyes:	Light Brown
Charisma	13 (+1)	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
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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
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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
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-
-
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Cleric Channel Divinity: 2x:
Regain after any short or long rest



Check any artisan tools with which Arram is proficient:

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

Check any instruments with which Arram is proficient:

- | | |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> Bagpipes | <input type="checkbox"/> Horn |
| <input type="checkbox"/> Drum | <input type="checkbox"/> Pan flute |
| <input type="checkbox"/> Dulcimer | <input type="checkbox"/> Shawm |
| <input type="checkbox"/> Flute | <input type="checkbox"/> Viol |
| <input type="checkbox"/> Lute | <input type="checkbox"/> |
| <input type="checkbox"/> Lyre | <input type="checkbox"/> |

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

- | | |
|--------------------------------------------|-------------------------------------|
| <input type="checkbox"/> Dragon Chess | <input type="checkbox"/> Dice game: |
| <input type="checkbox"/> Three Dragon Ante | <input type="checkbox"/> |
| <input type="checkbox"/> Board Game: | <input type="checkbox"/> |
| <input type="checkbox"/> Card Game: | <input type="checkbox"/> |

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: