



# NUNDI OLARTH

Cleric 1

CLASS & LEVEL

0

EXPERIENCE POINTS

PLAYER NAME

Mountain Dwarf

RACE/ANCESTRY/HERITAGE

Acolyte

BACKGROUND

CAMPAIGN or PLAYER ID

STR  
**+2**  
15

**+2** PROFICIENCY BONUS



ARMOR CLASS (AC)

16



INITIATIVE

+0



SPEED

25 ft.

Armor Worn: scale mail, shield

DEX  
**+0**  
10

## SAVING THROWS

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

CON  
**+3**  
16

## SKILLS

- +0 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- 1 Arcana (Int)
- +2 Athletics (Str)
- +1 Deception (Cha)
- 1 History (Int)
- +4 Insight (Wis) \*
- +1 Intimidation (Cha)
- 1 Investigation (Int)
- +4 Medicine (Wis) \*
- 1 Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +3 Persuasion (Cha) \*
- +1 Religion (Int) \*
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex) (Disadv.)
- +2 Survival (Wis)

\* Prof. bonus added

INT  
**-1**  
8

WIS  
**+2**  
15

CHA  
**+1**  
12

**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:** Insight, Medicine, Persuasion, Religion

**Languages:** Common, Dwarvish, Orc, Celestial

## ENCUMBRANCE

**Lifting & Carrying:** 225 lbs. max. carrying capacity; 450 lbs. pushing or dragging (speed -5 ft.); 450 lbs. max. lift.



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:* +2 to hit. *Hit:* 1d8+0 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, FEATS & SPECIAL ATTACKS

**Sacred Flame Cantrip.** *Ranged Spell Attack:* Targets creature within 60 feet that you can see. That creature makes a DC 12 Dexterity saving throw or takes 1d8 radiant damage. (No damage if made save.)

## EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** scale mail (AC 14), shield (AC +2), warhammer, mace, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments. (This load is about 112 lbs.; add 1 lb. per 50 coins carried.)

## Magic Items [DMG p. 135]

- *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 12 gold pieces (gp); 51 silver pieces (sp); 4 copper pieces (cp); 5 gems (worth 10 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Lawful Good.** I do what's right as expected by society to promote order and compassion for all.

## Acolyte Background [PHB p. 127]

- **Feature:** Shelter of the Faithful.
- **Traits:** When a child, met an actual celestial. Victim of alien experiments.
- **Ideal:** Ready for final judgment.
- **Bond:** Family renown in faith.
- **Flaw:** Infamous to faith's enemies.

## Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 79 years old
- Medium Size (4' 6", 190 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, Resistance, Sacred Flame*

## Prepared Spells

1st Level (2 slots): *Bless\**, *Cure Wounds\**, *Bane*, *Detect Magic*, *Command*