

Thrain Hearthkeeper

CHARACTER NAME

Cleric 5
CLASS & LEVEL

Dwarf
RACE

Sage
BACKGROUND

Lawful Good
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH
12
+1

DEXTERITY
10
+0

CONSTITUTION
16
+3

INTELLIGENCE
8
-1

WISDOM
17
+3

CHARISMA
13
+1

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- +0 Dexterity
- +3 Constitution
- 1 Intelligence
- +6 Wisdom
- +4 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +6 Insight (Wis)
- +1 Intimidation (Cha)
- 1 Investigation (Int)
- +6 Medicine (Wis)
- 1 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 1 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +3 Survival (Wis)

16 ARMOR CLASS
+0 INITIATIVE
30 SPEED

Hit Point Maximum **48**
48
CURRENT HIT POINTS

0
TEMPORARY HIT POINTS

Total **5**
5 HIT DICE
SUCCESSSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

Thrain is an unshakable optimist with a deep well of patience. He views every life as a flame in the forge, capable of great strength when tempered with care. His demeanor is warm and fatherly, often finding

PERSONALITY TRAITS

- Sanctity of Life: "Every life is sacred, and it is my duty to preserve it, no matter the cost".
- Resilience: "Just as steel becomes stronger in fire,"

IDEALS

- The Hearthkeeper Clan: Thrain's family remains his inspiration and source of strength. He seeks to honor their name with his deeds.

BONDS

- Self-Sacrificing: Thrain often places himself in danger to save others, sometimes recklessly so.
- Stubborn: His nature makes him resistant to

FLAWS

13 PASSIVE WISDOM (PERCEPTION)

Weapons: Martial, Simple;
Armor: Heavy, Light, Medium, Shields;
Tools: Calligrapher's Supplies;
Languages: Common, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

+1 Warhammer, Holy Symbol, Mace, Mithral Breastplate, Quarterstaff, Shield, Unarmed Strike

CP **0**
SP **0**
EP **0**
GP **15**
PP **0**

EQUIPMENT

Features: Channel Divinity, Disciple of Life, Divine Order, Divine Order: Protector, Dwarven Resilience, Dwarven Toughness, Life Domain Spells, Magic Initiate (Wizard), Preserve Life, Sear Undead, Spellcasting, Stonecunning, War Caster

FEATURES & TRAITS

Cleric

SPELLCASTING CLASS

wis

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt (VS)

Guidance (VSC)

Mending (VSM)

Message (SM)

Spare the Dying (VS)

Thaumaturgy (V)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

PREPARED

Bane (VSMC)

SPELL NAME

Bless (VSMC)

Ceremony (VSMR)

Command (V)

Create or Destroy Water (VSM)

Cure Wounds (VS)

Detect Evil and Good (VSC)

Detect Magic (VSR)

Detect Poison and Disease (VSMR)

Guiding Bolt (VS)

Healing Word (V)

Inflict Wounds (VS)

Protection from Evil and Good (VSMC)

2

3

0

Aid (VSM)

Augury (VSMR)

Blindness/Deafness (V)

Calm Emotions (VSC)

Continual Flame (VSM)

Enhance Ability (VSMC)

Find Traps (VS)

Gentle Repose (VSMR)

Hold Person (VSMC)

Lesser Restoration (VS)

Locate Object (VSMC)

Prayer of Healing (V)

Protection from Poison (VS)

3

2

0

Animate Dead (VSM)

Aura of Vitality (VC)

Beacon of Hope (VSC)

Bestow Curse (VSC)

Clairvoyance (VSMC)

Create Food and Water (VS)

Daylight (VS)

Dispel Magic (VS)

Fast Friends (VC)

Feign Death (VSMR)

Glyph of Warding (VSM)

Incite Greed (VSMC)

Life Transference (VS)

4

5

6

7

8

9

SPELLS KNOWN