

# Ahalil Arondor

CHARACTER NAME

Cleric/Life Domain 1

CLASS & LEVEL

Dwarf/Hill Dwarf

RACE

Soldier

BACKGROUND

Neutral Good

ALIGNMENT

Rejdkuken

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
**15**  
+2

**DEXTERITY**  
**10**  
0

**CONSTITUTION**  
**15**  
+2

**INTELLIGENCE**  
**8**  
-1

**WISDOM**  
**16**  
+3

**CHARISMA**  
**10**  
0

**INSPIRATION**

**+2 PROFICIENCY BONUS**

**SAVING THROWS**

- +2 Strength
- 0 Dexterity
- +2 Constitution
- 1 Intelligence
- +5 Wisdom
- +2 Charisma

**SKILLS**

- 0 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- 1 Arcana (Int)
- +4 Athletics (Str)
- 0 Deception (Cha)
- 1 History (Int)
- +5 Insight (Wis)
- +2 Intimidation (Cha)
- 1 Investigation (Int)
- +5 Medicine (Wis)
- 1 Nature (Int)
- +3 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 1 Religion (Int)
- 0 Sleight of Hand (Dex)
- 0 Stealth (Dex)
- +3 Survival (Wis)

**18** ARMOR CLASS

**0** INITIATIVE

**25** SPEED

Hit Point Maximum **11**

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total

**HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+4	1d8 +2 bludgeoning
Crossbow, light	+2	1d8 piercing

If someone is in trouble, I'm always ready to lend help.

**PERSONALITY TRAITS**

Destiny. Nothing and no one can steer me away from my higher calling. (Any)

**IDEALS**

I protect those who cannot protect themselves.

**BONDS**

I have a weakness for the vices of the city, especially hard drink.

**FLAWS**

**13** PASSIVE WISDOM (PERCEPTION)

**Other Proficiencies & Languages**

**Languages.** Dwarvish, Common

**Weapon.** Simple, Battleaxe, Handaxe, Throwing hammer, Warhammer

**Armor.** Light, Medium, Shields, Heavy

**Tools.** Land, Water

**EQUIPMENT**

CP

SP

EP

GP

PP

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage

**Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus

**Darkvision.** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Disciple of Life.** Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

**FEATURES & TRAITS**



# Ahalil Arondor

CHARACTER NAME

26 years

AGE

5'0"

HEIGHT

1488 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



# Cleric

SPELLCASTING CLASS

**Wis**

SPELLCASTING ABILITY

**13**

SPELL SAVE DC

**+5**

SPELL ATTACK BONUS

0

CANTRIPS

Thaumaturgy  
Sacred Flame  
Guidance

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

Healing Word SPELL NAME

Bless

4

7

8

5

9

SPELLS KNOWN