

Steve the Sphom Herder

CHARACTER NAME

Cleric 3
CLASS & LEVEL
Elf
RACE

Male
BACKGROUND
Chaotic Good
ALIGNMENT

David
PLAYER NAME
900
EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

18

+4

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

19

+4

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- +2 Strength
- +4 Dexterity
- 0 Constitution
- 0 Intelligence
- +6 Wisdom
- +3 Charisma

SAVING THROWS

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

16
ARMOR CLASS

+4
INITIATIVE

35
SPEED

Hit Point Maximum 18

18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Pessimist

All mortal intentions are in vain
there is only doom for those
who do not embrace the way of the
sphom

PERSONALITY TRAITS

IDEALS

Pet Sphom

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

Wood Elf

Prof long sword, short sword
long bow & short bow
Hide w/ little foliage, rain, fog, snow

Divine Domain: Grave

XAN 20

Circle of Mortality heal max hp when target at OHP
Delet Undead 60' w/ Mod/day

Charm Divinity

1/encant

Turn Undead: 30'
Path to Grave: 1 foe is vulnerable to all attacks
until end of next turn

Darkvision 60'
No sleep by spells; advantage vs charm
Trance instead of sleep

Languages: Common, Elven
OTHER PROFICIENCIES & LANGUAGES

CP 1d8

Morning star

SP 1d8

long bow 150/600

EP

CP

PP

Studded Leather

explorer's pack & holy symbol
EQUIPMENT

FEATURES & TRAITS



Steve the Spöhm Herder

CHARACTER NAME

AGE

200

EYES

silver

HEIGHT

5'7"

SKIN

pale

WEIGHT

110 lbs

HAIR

long white



CHARACTER APPEARANCE

Lined area for notes related to character appearance.

Character sheet icon with fields for NAME and SYMBOL.

ALLIES & ORGANIZATIONS

Lined area for character backstory.

CHARACTER BACKSTORY

Lined area for additional features and traits.

ADDITIONAL FEATURES & TRAITS

Lined area for treasure.

TREASURE

