

Gralgoh

CHARACTER NAME

CLASS & LEVEL

Dragonborn

RACE

Acolyte

BACKGROUND

Chaotic Good

ALIGNMENT

Lori

PLAYER NAME

65000

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

0

10

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 1

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Sling

+2

1d4+2 bludgeoning

Dagger

+2

1d4+2 piercing

Dart

+2

1d4+2 piercing

Number of Attacks: 1
- Breath Weapon. Fire, 15 ft. cone, 2d6 fire damage, DC11 dex save.
Scimitar +3. +5, 1d6+5 slashing

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Language Proficiencies:
Common; Draconic; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

250

PP

TREASURE

EQUIPMENT

Amulet
Bedroll
Clothes, common
Gem Of Brightness
Incense x5
Leather +3
Portable Hole
Potion Of Greater Healing x2
Potion Of Healing x2
Pouch
Prayer Book
Ring Of Spell Storing
Vestments



Gralgoh

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

Wizard

Intelligence

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Mage Hand

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

☐ Disguise Self

2

3

4

5

6

7

8

9

SPELLS KNOWN

Damage Resistances: fire

-----Other Traits-----

Lucky. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker ' s roll or yours.

If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

Magic Initiate. Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class ' s spell list.

In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

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	Disguise Self (<i>reverse</i>) disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.	