DUNGEONS & DRAGONS®

Oskiah Flintbite
CHARACTER NAME

Cleric/Life Domain 8	Acolyte	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dwarf/Hill Dwarf	Lawful Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
15
+2

INSPIRATION

+3 PROFICIENCY BONUS

DEXTERITY
8
-1

Saving Throws
- ○ +2 Strength
- ○ -1 Dexterity
- ○ +3 Constitution
- ○ 0 Intelligence
- ✸ +7 Wisdom
- ✸ +4 Charisma

SAVING THROWS

CONSTITUTION
16
+3

Skills
- ○ -1 Acrobatics (Dex)
- ○ +4 Animal Handling (Wis)
- ○ 0 Arcana (Int)
- ○ +2 Athletics (Str)
- ○ +1 Deception (Cha)
- ✸ +3 History (Int)
- ✸ +7 Insight (Wis)
- ○ +1 Intimidation (Cha)
- ○ 0 Investigation (Int)
- ✸ +7 Medicine (Wis)
- ○ 0 Nature (Int)
- ○ +4 Perception (Wis)
- ○ +1 Performance (Cha)
- ○ +1 Persuasion (Cha)
- ✸ +3 Religion (Int)
- ○ -1 Sleight of Hand (Dex)
- ○ -1 Stealth (Dex)
- ○ +4 Survival (Wis)

SKILLS

INTELLIGENCE
10
0

WISDOM
18
+4

CHARISMA
12
+1

14 PASSIVE WISDOM (PERCEPTION)

Languages.
Dwarvish, Common, Celestial, Goblin

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

Armor
Light, Medium, Shields, Heavy

OTHER PROFICIENCIES & LANGUAGES

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19 ARMOR CLASS

-1 INITIATIVE

25 SPEED

Hit Point Maximum __74__

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total __8__
HIT DICE

SUCCESSES ○ ○ ○
FAILURES ○ ○ ○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Mace of Disruption	+6	1d6 +2 bludgeoning
Crossbow, light	+2	1d8 -1 piercing
Light hammer	+5	1d4 +2 bludgeoning

ATTACKS & SPELLCASTING

Equipment

CP

Mace of Disruption
Splint Mail, Shield
Holy Symbol

SP

Periapt of Health
Potion of Healing (2: O O)

EP

EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope

GP

PP

EQUIPMENT

I see omens in every event and action. The gods try to speak to us, we just need to listen I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost
IDEALS

Everything I do is for the common people.
BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.
FLAWS

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 twilit 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.

Channel Divinity: Turn Undead.
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Destroy Undead.
When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life.
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.

Channel Divinity: Preserve Life.
You can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

FEATURES & TRAITS

Oskiah Flintbite

CHARACTER NAME

201 years	4'8"	160 lbs.
AGE	HEIGHT	WEIGHT
Gray	Pale	Copper Red
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Blessed Healer.
The healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Divine Strike.
You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Mace of Disruption

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Periapt of Health

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant.

Potion of Healing
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Cleric

Wis	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Sacred Flame
- Guidance
- Resistance
- Thaumaturgy

SPELL LEVEL

SLOTS TOTAL — SLOTS EXPENDED

1 — 4

- ○ Cure Wounds
- ○ Healing Word
- ○ Bless
- ○ Detect Evil and Good
- ○
- ○
- ○
- ○
- ○
- ○
- ○
- ○

SPELLS KNOWN

2 — 3

- ○ Prayer of Healing
- ○ Spiritual Weapon
- ○ Lesser Restoration
- ○
- ○
- ○
- ○
- ○
- ○
- ○
- ○
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3 — 3

- ○ Protection from Energy
- ○ Mass Healing Word
- ○ Daylight
- ○
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4 — 2

- ○ Banishment
- ○ Freedom of Movement
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