

Armadus

CHARACTER NAME

Cleric 3
CLASS & LEVEL
Tiefling
RACE

BACKGROUND
Chaotic Neutral
ALIGNMENT

Joseph
PLAYER NAME
900
EXPERIENCE POINTS

STRENGTH
16
+3

DEXTERITY
15
+2

CONSTITUTION
13
+1

INTELLIGENCE
10
+0

WISDOM
17
+3

CHARISMA
17
+3

INSPIRATION

+2 PROFICIENCY BONUS

- SAVING THROWS
- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - +5 Wisdom
 - +5 Charisma

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

19
ARMOR CLASS

+2
INITIATIVE

30
SPEED

Hit Point Maximum: 25
25
CURRENT HIT POINTS

7
TEMPORARY HIT POINTS

Total
1d8
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

PERSONALITY TRAITS

Traveler, Chooses & Changes
The Dark Six
IDEALS

BONDS

FLAWS

NAME: Holy rance ATR BONUS: 1d6 + Str +1 DAMAGE/TYPE

Grave Domain - Xenathar 20
Circle of Mortality - heal max d6 at OHP
Detect Undead 60'

PASSIVE WISDOM (PERCEPTION)

Common, Infernal
Darkvision 60'
Resistance to fire
Thaumaturgy p282
- Channel Divinity (Lay on Hands)
Turn Undead
Talk to the Grave (XGE 20)

OTHER PROFICIENCIES & LANGUAGES

- CP Scale mail 14
- SP Turtle shell shield +2
- EP Ring +1 AC +2 med
- CP
- CP
- CP
- CP

EQUIPMENT

FEATURES & TRAITS



Armadus

CHARACTER NAME

AGE

-6

HEIGHT

5'10"

WEIGHT

140

EYES

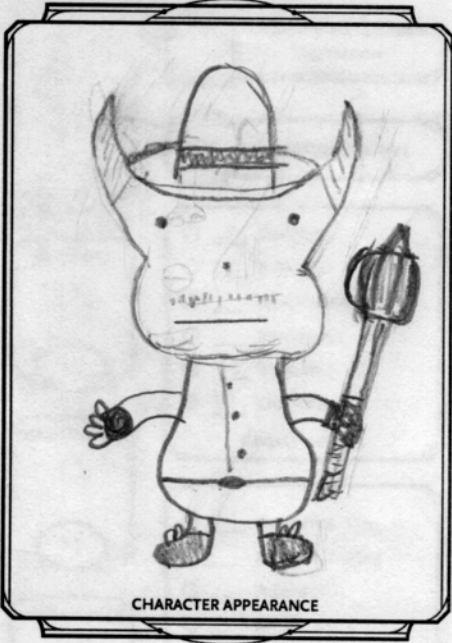
Red

SKIN

Dark Red

HAIR

Black



CHARACTER APPEARANCE

Lined writing area for character details.

Form with fields for NAME, ORGANIZATION, and SYMBOL.

ALLIES & ORGANIZATIONS

Lined writing area for character backstory.

CHARACTER BACKSTORY

Lined writing area for additional features and traits.

ADDITIONAL FEATURES & TRAITS

Lined writing area for treasure.

TREASURE

