DUNGEONS & DRAGONS®

Bhailee

CHARACTER NAME

Cleric 1	Entertainer	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Hill Dwarf	Lawful Neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+2 PROFICIENCY BONUS

INSPIRATION

13 +1 STRENGTH
- +1 SAVING THROWS
- ATHLETICS

14 +2 DEXTERITY
- +2 SAVING THROWS
- +4 ACROBATICS
- SLEIGHT OF HAND
- STEALTH

12 +1 CONSTITUTION
- +1 SAVING THROWS

8 -1 INTELLIGENCE
- -1 SAVING THROWS
- ARCANA
- +5 HISTORY
- INVESTIGATION
- NATURE
- RELIGION

16 +3 WISDOM
- +5 SAVING THROWS
- ANIMAL HANDLING
- +5 INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

12 +1 CHARISMA
- +3 SAVING THROWS
- DECEPTION
- INTIMIDATION
- +3 PERFORMANCE
- +3 PERSUASION

13 PASSIVE WISDOM (PERCEPTION)

18 ARMOR CLASS	-1 INITIATIVE	25 SPEED

HIT POINT MAXIMUM 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1 — d8 HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
warhammer 1H	+3	1d8 + 1
warhammer 2H	+3	1d10 + 1
light crossbow	+4	1d8 + 2

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

Nobody stays angry around me for long, since I can defuse any amount of tension.

IDEALS

Greed. I'm only in it for the money and fame.

BONDS

I would do anything for the other members of my troupe.

FLAWS

I'll do anything to win fame and renown.

FEATURES & TRAITS

Darkvision, Dwarven Resilience, Dwarven Toughness, Stonecunning

By Popular Demand. You can always find a place to perform. You receive free lodging and food of a modest or comfortable standard as long as you perform each night. Strangers typically take a liking to you after you've performed in a town.

Spellcasting. Your casting stat is Wisdom, and you regain all expended spell slots at the end of a long rest.

Ritual Casting. You can cast a cleric spell as a ritual if the spell has the ritual tag and you have the spell prepared.

Trickery Domain - Blessing of the Trickster. You can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Disadvantage on Stealth checks (armor).

OTHER PROFICIENCIES & LANGUAGES

Tool: disguise kit
Languages: Common, Dwarvish
Armor: Light, medium, shields
Weapons: Simple, battleaxe, handaxe, throwing hammer, and warhammer
Instruments: harmonica, lute

EQUIPMENT & CHARACTER NOTES

Priest's pack: backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days of rations, waterskin
Costumes: ballet dancer
Instruments: lute (4-string)
a pendant with a faded charcoal drawing of a halfling woman in it
belt pouch with 15 gp
scale mail, 20 bolts, holy symbol of Garl Glittergold, shield

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