DUNGEONS & DRAGONS®

Bhailee

CHARACTER NAME

Cleric 2	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
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

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

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

13 PASSIVE WISDOM (PERCEPTION)

18	-1	25
ARMOR CLASS	INITIATIVE	SPEED

HIT POINT MAXIMUM 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

PERSONALITY TRAITS

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

IDEALS

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

BONDS

I'll do anything to win fame and renown.

FLAWS

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

Channel Divinity (once per rest):
- Invoke Duplicity. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.
- Turn Undead. see the basic rules

ATTACKS & SPELLCASTING

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).

FEATURES & TRAITS

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

OTHER PROFICIENCIES & LANGUAGES

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

EQUIPMENT & CHARACTER NOTES

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