



A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Cleric (Domain of the Forge), 3

Ancestry, Class (Subclass), Level

Guild Artisan

Background

950

Experience

STR
+2
14

PROFICIENCY
BONUS
+2

Saving Throws

+2 Strength
-1 Dexterity
+2 Constitution
+0 Intelligence
+5 Wisdom*
+3 Charisma*
**prof. bonus added*

DEX
-1
9

CON
+2
15

Skills

-1 Acrobatics
+3 Animal Handling
+0 Arcana
+2 Athletics
+1 Deception
+2 History*
+5 Insight*
+1 Intimidation
+0 Investigation
+3 Medicine
+0 Nature
+3 Perception
+1 Performance
+3 Persuasion*
+2 Religion*
-1 Sleight of Hand
-1 Stealth (*Disadv.*)
+3 Survival

**prof. bonus added*

INT
+0
11

WIS
+3
16

CHA
+1
13

PASSIVE
WISDOM
13

ARMOR

15

Mail + Shield

HP

24

HD 3D8

INITIATIVE

-1

SPEED

30ft

LANGUAGES Common
ALIGNMENT Chaotic Good
SIZE Medium

ACTION

- **Hammer** melee +4 to hit, 1D6+2
- **Light Crossbow** ranged, +4 to hit, 1D8-1
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13

SPELLS

- **CANTRIPS**
 - Light
 - Resistance
 - Spare the Dying
- **1ST LEVEL (4 SLOTS)**
 - Bane
 - Bless
 - Command
 - Cure Wounds
 - Identify
 - Searing Smite
- **2ND LEVEL (2 SLOTS)**
 - Lesser Restoration
 - Heat Metal
 - Hold Person
 - Magic Weapon

CLASS FEATURE

- **Channel Divinity** (1/day) Call upon your deity
 - **Turn Undead** WIS save by all undead in 30', flee if fail for 1 minute or until damaged
 - **Artisan's Blessing** 1 hour to make non-magic item (weapon, tools, etc.)
- **Blessing of the Forge** +1 bonus to a single weapon or piece of armor between long rests

BACKGROUND FEATURE

- **Guild Membership**

GENTLE BLACKSMITH

Your dedication knows no bounds. Whether it's for your work as a blacksmith or for your fellow Guild members, there's nothing you wouldn't do.

When your Guildmaster asked you to learn from the smiths in a place called Oz, you couldn't say yes any faster. Going to a new place and learning from new people is a dream come true. Now all you have to do is find the Guildmaster in Quadling District. Somewhere in Little Utensia.

PERSONALITY TRAIT

You're eager to learn and it shows in your work. You're the first to try something new and very rarely get upset if it doesn't go well the first time.

IDEAL

Kindness. There's never a reason to start an interaction with anything but compassion.

BOND

Your Guildmaster is like a parent to you.

FLAW

You see the good in everyone, even when they're drawing their swords.

NOTES

PROFICIENCIES

- **Armor** light, medium, heavy, shields
- **Weapons** simple
- **Tools** mason's, smith's

EQUIPMENT

- **Carrying** scale mail, shield, hammer, light crossbow and 20 bolts, mason's tools (trowel, small hammers, chisels, etc.), smith's tools (small anvil, hammers, tongs, etc.), belt pouch, common clothes, traveler's cloak, letter of introduction from your guild
- **Coins & Gems** 35 gold pieces (GP), 4 gems (each worth 10 GP)