

Nelfus of Heironeous

Player: NPC

Human cleric 1 - CR 0

Lawful Good Humanoid; Deity: **Heironeous**; Background:

Acolyte; Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	15	+2	+2
DEX DEXTERITY	16	+3	+3
CON CONSTITUTION	15	+2	+2
INT INTELLIGENCE	16	+3	+3
WIS WISDOM	17	+3	+5
CHA CHARISMA	18	+4	+6

AC	13	Initiative	+3	Speed	30 ft
Proficiency	+2	Inspiration			
HP	10	HD	1d8	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (3)	-	
Animal Handling	+3	WIS (3)	-	
Arcana	+3	INT (3)	-	
Athletics	+2	STR (2)	-	
Deception	+4	CHA (4)	-	
History	+3	INT (3)	-	
Insight	+5	WIS (3)	+2	
Intimidation	+4	CHA (4)	-	
Investigation	+3	INT (3)	-	
Medicine	+5	WIS (3)	+2	
Nature	+3	INT (3)	-	
Perception	+3	WIS (3)	-	
Performance	+4	CHA (4)	-	
Persuasion	+6	CHA (4)	+2	
Religion	+5	INT (3)	+2	
Sleight of Hand	+3	DEX (3)	-	
Stealth	+3	DEX (3)	-	
Survival	+3	WIS (3)	-	

Passive Perception: 13

Other Proficiencies:

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Special Abilities

Bonus Proficiency

Shelter of the Faithful

War

Gear

Total Weight Carried: 0/225 lbs.,
(Maximum: 225 lbs)
Money -

Tracked Resources

Inspiration ☐

Languages

Common
Dwarvish

Elvish
Orc

Spell Slots

1st level ☐☐

Spells & Powers

Cleric spells memorized (CL 1st)

Spell Save DC 13 **Spell Attack** +5

1st—*cure wounds, detect evil and good, divine favor, healing word, protection from evil and good, shield of faith*

Cantrips—*light, mending, spare the dying*

Experience & Wealth

Current Cash: **You have no money!**

Role Playing