

## Podwick of Heironeous



5<sup>th</sup> Edition SRD

Player: NPC

Male human cleric 2 - CR 1/8

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

**Acolyte**; Age: **22**; Height: **5' 9"**; Weight: **118lb.**; Eyes:

**Green**; Hair: **Brown**; Skin: **Pale**

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

<b>AC</b> 19	<b>Initiative</b> +3	<b>Speed</b> 30 ft
<b>Proficiency</b> +2	<b>Inspiration</b>	
<b>HP</b> 18	<b>HD</b> 2d8	<b>Death Saves</b>
Damage / Current HP	HD Used	Success/Fail

### Dagger

Main hand: **+5, 5 (1d4+3)**  
**piercing**

Rng: 20 ft./60 ft.  
Finesse, Light,  
Thrown

Ranged: **+5, 5 (1d4+3)**  
**piercing**

### Warhammer

Main hand: **+4, 6 (1d8+2) bludgeoning** Versatile  
Both hands: **+4, 7 (1d10+2)**  
**bludgeoning**

### Shield

**+2**

### Splint

**+7**

Stealth Disadvantage

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

**Passive Perception: 13**

**Other Proficiencies:**

**Weapons:** Martial weapons; Simple weapons

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

### Special Abilities

Bonus Proficiency

Channel Divinity

Channel Divinity: Turn Undead (DC 13 Wis)

Shelter of the Faithful

War

War Priest (4/day)

## Gear

**Total Weight Carried: 142/225 lbs.,  
(Maximum: 225 lbs)**

Backpack (empty)	5 lbs
Backpack (empty)	5 lbs
Bedroll	7 lbs
Book (Heironeous)	5 lbs
Clothes, traveler's	4 lbs
Dagger	1 lb
Ink (1 ounce bottle)	-
Ink pen	-
Little bag of sand	-
Mess kit	1 lb
Money	-
Parchment x10	-
Rations x10	2 lbs
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Small knife	-
Splint	60 lbs
Tinderbox	1 lb
Torch x10	1 lb
Warhammer	2 lbs
Waterskin	5 lbs

## Tracked Resources

Channel Divinity (1/short rest)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Parchment	<input type="checkbox"/>
Rations	<input type="checkbox"/>
Torch	<input type="checkbox"/>
War Priest (4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Elvish
Dwarvish	Orc

## Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## Spells & Powers

**Cleric spells memorized** (CL 2nd)

**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