

## Ralmug Brickdelver

Male hill dwarf cleric 3 - CR 1/4

Neutral Good Humanoid; Deity: **Heironeous**; Background: **Acolyte**; Age: **56**; Height: **4' 1"**; Weight: **122lb.**; Eyes: **Dark**; Hair: **Black**; Skin: **Ruddy**

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	15	+2	+2
<b>DEX</b> DEXTERITY	15	+2	+2
<b>CON</b> CONSTITUTION	13	+1	+1
<b>INT</b> INTELLIGENCE	11	0	+0
<b>WIS</b> WISDOM	19	+4	+6
<b>CHA</b> CHARISMA	15	+2	+4

<b>AC</b> 18	<b>Initiative</b> +2	<b>Speed</b> 25 ft
<b>Proficiency</b> +2	<b>Inspiration</b>	
<b>HP</b> 30	<b>HD</b> 3d8	<b>Death Saves</b>
Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 1

**+1 Warhammer**

Main hand: **+5, 1d8+3 bludgeoning** Versatile

Both hands: **+5, 1d10+3 bludgeoning**

**Crossbow, light**

Ranged, both hands: **+4,** Rng: 80 ft./320 ft.  
**1d8+2 piercing** Ammunition, Loading, Two-Handed

**Scale mail**

**+4** Stealth Disadvantage

**Shield**

**+2**



Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Animal Handling</b>	<b>+4</b>	WIS (4)	-	
<b>Arcana</b>	<b>+0</b>	INT (0)	-	
<b>Athletics</b>	<b>+2</b>	STR (2)	-	
<b>Deception</b>	<b>+2</b>	CHA (2)	-	
<b>History</b>	<b>+0</b>	INT (0)	-	
<b>Insight</b>	<b>+6</b>	WIS (4)	+2	
<b>Intimidation</b>	<b>+2</b>	CHA (2)	-	
<b>Investigation</b>	<b>+0</b>	INT (0)	-	
<b>Medicine</b>	<b>+6</b>	WIS (4)	+2	
<b>Nature</b>	<b>+0</b>	INT (0)	-	
<b>Perception</b>	<b>+4</b>	WIS (4)	-	
<b>Performance</b>	<b>+2</b>	CHA (2)	-	
<b>Persuasion</b>	<b>+4</b>	CHA (2)	+2	
<b>Religion</b>	<b>+2</b>	INT (0)	+2	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+4</b>	WIS (4)	-	

**Passive Perception:** 14

**Other Proficiencies:**

**Tools:** Smith's tools

**Weapons:** Simple weapons; Battleaxe; Handaxe; Light hammer; Warhammer

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

**Damage Resistances** poison

## Gear

**Total Weight Carried: 81/225 lbs.,  
(Maximum: 225 lbs)**

+1 Warhammer	2 lbs
2 blocks of incense	-
Alms box	-
Backpack (empty)	5 lbs
Blanket	3 lbs
Candle x10	-
Censer	-
Crossbow, light	5 lbs
Holy symbol (amulet, Eldath)	1 lb
Holy symbol (emblem, Eldath)	-
Holy symbol (reliquary, Eldath)	2 lbs
Money	3.6 lbs
Potion of Healing x15	-
Rations x2	2 lbs
Scale mail	45 lbs
Shield	6 lbs
Tinderbox	1 lb
Vestments	-
Waterskin	5 lbs

## Special Abilities

Channel Divinity  
Channel Divinity: Preserve Life  
Channel Divinity: Turn Undead (DC 14)  
Darkvision (60 feet)  
Disciple of Life  
Dwarven Resilience  
Shelter of the Faithful  
Stonecunning

## Tracked Resources

Candle	<input type="checkbox"/>
Channel Divinity (1/short rest)	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Potion of Healing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Elvish
Dwarvish	Orc

## Spell Slots

2nd level	<input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Experience & Wealth

Experience Points: **900/2700**  
Current Cash: **180 gp**

## Role Playing

**Personality Trait:** Optimist - Nothing can shake my optimistic attitude.

**Personality Trait:** Tolerant / Intolerant - I am tolerant of other faiths and respect (or condemn) the worship of other gods.

**Ideal:** Charity - I always try to help those in need, no matter what the personal cost. (Good)

**Bond:** Priest - I owe my life to the priest who took me in when my parents died.

**Flaw:** Judge Harshly - I judge others harshly, and myself even more severely.

## Spells & Powers

**Cleric spells memorized (CL 3rd)**

**Spell Save DC 14 Spell Attack +6**

**2nd**—*find traps, lesser restoration, prayer of healing, spiritual weapon*

**1st**—*bleed, cure wounds, cure wounds, detect evil and good, detect magic<sup>R</sup>, protection from evil and good, shield of faith*

**Cantrips**—*light, mending, spare the dying*

## Companions

**Narka**

*Riding horse fighter 1*

*Large beast, unaligned*

**Armor Class 10**

**Hit Points 20 (3d10+3)**

**Speed 60 ft.**

**STR 16 (+3), DEX 10 (+0), CON 12 (+1), INT 2 (-4),**

**WIS 11 (+0), CHA 7 (-2)**

**Saving Throws** Str +5, Con +3

**Skills** Animal Handling +2, Perception +2

**Senses** passive Perception 12

**Languages** —

**Actions**

*Hooves. Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 2d4+3 bludgeoning damage.