



# RAGNAR SKULLCRUSHER

Cleric 18 (Domain of War)

CLASS & LEVEL

Hill Dwarf

RACE/ANCESTRY/HERITAGE

283,550

EXPERIENCE POINTS

Soldier

BACKGROUND

Convention Player

PLAYER NAME

Crimson Conspiracy Ch1

CAMPAIGN or PLAYER ID

STR  
**+7**  
25

**+6** PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

**22**

**+2**

**25 ft.**

### SAVING THROWS

- +7 Strength Saves
- +2 Dexterity Saves
- +5 Constitution Saves
- +0 Intelligence Saves
- +11 Wisdom Saves \*
- +7 Charisma Saves \*
- \* Prof. bonus added

Armor Worn: scale mail +2, shield +2

HIT POINTS

HIT DICE

**201**

**18d8**

DEATH SAVES: Success O O O Fail O O O

DEX  
**+2**  
15

CON  
**+5**  
20

INT  
**+0**  
10

WIS  
**+5**  
20

CHA  
**+1**  
12

### SKILLS

- +2 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- +13 Athletics (Str) \*
- +1 Deception (Cha)
- +0 History (Int)
- +5 Insight (Wis)
- +7 Intimidation (Cha) \*
- +0 Investigation (Int)
- +11 Medicine (Wis) \*
- +0 Nature (Int)
- +5 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +6 Religion (Int) \*
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex) (Disadv.)
- +5 Survival (Wis)

**15** PASSIVE WISDOM (PERCEPTION)

### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

#### Hammer of Thunderbolts. 5 Charges

Melee Weapon Attack: +14 to hit, reach 5 ft. Hit: 1d8+8 bludgeoning damage. (If used two-handed in melee, does 1d10+7 damage.)

Light Crossbow +4. Ranged Weapon Attack: +12 to hit. Hit: 1d8+6 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

### MAGIC, FEATS & SPECIAL ATTACKS

Feats - see next page

Sacred Flame Cantrip. Ranged Spell Attack: Targets creature within 60 feet that you can see. That creature makes a DC 19 Dexterity saving throw or takes 4d8 radiant damage. (No damage if made save.)

### EQUIPMENT & TREASURE

#### Magic Items [DMG p. 135]

- Belt of Hill Giant Strength (a)
- periapt of proof against poison
- spell scroll (Bestow Curse)
- 2x potion superior of healing (8d4+8 hp)

(a) Item attuned to character.

Coins & Gems: 45,015 gold pieces (gp); 51 silver pieces (sp); 9 copper pieces (cp); 22 gems (worth 1,000 gp each)

### FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

#### Soldier Background [PHB p. 140]

- Feature: Military Rank.
- Tech: Medieval / Steel Age.
- Traits: Heroic Loud
- Ideal: Victory at any cost.
- Bond: Refugees call you a savior.
- Flaw: Heavy Drinker

#### Hill Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 156 years old
- Medium Size (4' 3", 171 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Dwarven Toughness (extra hit points)
- Stonecunning (stonework lore)

#### Cleric Class Features [PHB p. 57]

- Ritual Casting
- War Priest (if attack action, add attack as bonus action, up to uses per day)
- Channel Divinity (3 uses betw. short or long rests)
- Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)
- Channel Divinity: Guided Strike (+10 to attack)
- Destroy Undead (CR 4 or lower)
- Channel Divinity: War God's Blessing (+10 to attack to ally)
- Divine Strike (+2d8 damage once per turn)
- Avatar of Battle (resistance to nonmagical bludgeoning, piercing, slashing damage)

### PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: gaming set (dice set), smith's tools, vehicles (land craft)

Saving Throws: Wisdom, Charisma

Skills: Athletics, Intimidation, Medicine, Religion

Languages: Common, Dwarvish

### ENCUMBRANCE

Lifting & Carrying: 375 lbs. max. carrying capacity; 750 lbs. pushing or dragging (speed -5 ft.); 750 lbs. max. lift.

## MAGIC SPELLS

### Spellcasting [PHB p. 201]

**Spell Attack Modifier +11**  
**Spell Save DC 19**

**Cantrips Known:** *Guidance, Light, Resistance, Sacred Flame, Spare the Dying*

### Prepared Spells

1st Level (4 slots): *Divine Favor\*, Shield Of Faith\*, Cure Wounds, Command, Bless, Bane*

2nd Level (3 slots): *Magic Weapon\*, Spiritual Weapon\*, Lesser Restoration, Hold Person*

3rd Level (3 slots): *Crusader's Mantle\*, Spirit Guardians\*, Remove Curse, Clairvoyance, Daylight*

4th Level (3 slots): *Freedom Of Movement\*, Stoneskin\*, Control Water, Divination, Banishment*

5th Level (3 slots): *Flame Strike\*, Hold Monster\*, Raise Dead, Commune, Contagion*

6th Level (1 slot): *Blade Barrier, Heal, Harm*

7th Level (1 slot): *Resurrection, Fire Storm*

8th Level (1 slot): *Control Weather*

9th Level (1 slot): *True Resurrection, Astral Projection*

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## FEATS

**Healer Feat [PHB p. 167]:** Stabilizing dying creature heals 1 hp.; can also use healing kit to restore 1d4 + 4 + number equal to target's Hit Dice.

**Heavy Armor Master Feat [PHB p. 167]:** Reduce all non-magical bludgeoning, piercing and slashing damage by 3 per hit.

**Savage Attacker Feat [PHB p. 169]:** Reroll melee weapon damage dice once per turn.

## MORE EQUIPMENT

**Carried Gear [PHB, p. 143]:** scale mail +2(AC 116), shield +2 (AC +4), Hammer of Thunderbolts, mace, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 111 lbs.; add 1 lb. per 50 coins carried.)

## ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

## MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

## FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.