

CHARACTER NAME: EVANDON HAART

**DUNGEONS & DRAGONS**

NICKNAME

PLAYER NAME:

**ARMOR CLASS: 14**

(Scale Mail Armor)

**RACE: HUMAN**

**CLASS: CLERIC**

**HIT POINTS: 11**

(Add or subtract your hit points here)

## ATTACKS

Name	Modifier	Damage
Mace	+5 to hit	1d6 + 3, Melee
Shortbow	+2 to hit	1d6, Ranged
20 Arrows		

## SKILLS

Athletics	+3
Insight	+5
Perception	+5
Religion	+5

DRAW YOUR CHARACTER

## OTHER EQUIPMENT

Holy Symbol

Rations (1 day)

Rope (50 feet)

## DESCRIPTION

(Check one per line, or write your own)

Graceful or Clumsy

Silly or Serious

Polished Armor or Tarnished Armor

Peaceful or Warlike

## SPECIAL ABILITY

Twice during this adventure, you can cast a spell called *cure wounds* on yourself or another creature. You can cast this spell instead of using one of your regular attacks, or after a combat ends. When you do this, the creature you cast the spell on regains 7 hit points. A character can't have more hit points than the hit points on their character sheet.

## NOTES

---

---

---

---