

Didier Hutu



5th Edition SRD

Human cleric 2 - CR 1/8

Chaotic Good; Deity: **Ilmater**; Background: **Acolyte**; Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR <small>STRENGTH</small>	15	+2	+2
DEX <small>DEXTERITY</small>	11	0	+0
CON <small>CONSTITUTION</small>	14	+2	+2
INT <small>INTELLIGENCE</small>	10	0	+0
WIS <small>WISDOM</small>	16	+3	+5
CHA <small>CHARISMA</small>	13	+1	+3

AC 16	Initiative +0	Speed 30 ft
Proficiency +2	Inspiration	
HP 19	HD 2d8	Death Saves
<small>Damage / Current HP</small>	<small>HD Used</small>	<small>Success/Fail</small>
Number of Attacks 1		

Shortsword

Main hand: **+2, 1d6+2 piercing** Piercing, Finesse, Light

Spear

Main hand: **+4, 1d6+2 piercing** Rng: 20 ft./60 ft.
 Both hands: **+4, 1d8+2 piercing** Piercing, Thrown, Versatile
 Ranged: **+4, 1d6+2 piercing**
 Ranged, both hands: **+4, 1d8+2 piercing**

Warhammer

Main hand: **+2, 1d8+2 bludgeoning** Bludgeoning, Versatile
 Both hands: **+2, 1d10+2 bludgeoning**

Chain mail

+6 Stealth Disadvantage

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+0	DEX (0)	-	
Animal Handling	+3	WIS (3)	-	
Arcana	+0	INT (0)	-	
Athletics	+2	STR (2)	-	
Deception	+1	CHA (1)	-	
History	+0	INT (0)	-	
Insight	+5	WIS (3)	+2	
Intimidation	+1	CHA (1)	-	
Investigation	+0	INT (0)	-	
Medicine	+5	WIS (3)	+2	
Nature	+0	INT (0)	-	
Perception	+3	WIS (3)	-	
Performance	+1	CHA (1)	-	
Persuasion	+3	CHA (1)	+2	
Religion	+2	INT (0)	+2	
Sleight of Hand	+0	DEX (0)	-	
Stealth	+0	DEX (0)	-	
Survival	+3	WIS (3)	-	

Passive Perception: 13

Other Proficiencies:

Weapons: Simple weapons

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

Special Abilities

Channel Divinity
 Channel Divinity: Preserve Life
 Channel Divinity: Turn Undead (DC 13)
 Disciple of Life
 Shelter of the Faithful

Gear

**Total Weight Carried: 64/225 lbs.,
(Maximum: 225 lbs)**

Chain mail	55 lbs
Money	1.58 lbs
Shortsword	2 lbs
Spear	3 lbs
Warhammer	2 lbs

Tracked Resources

Channel Divinity (1/short rest)	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>
Spear	<input type="checkbox"/>

Languages

Common Orc

Spell Slots

1st level

Spells & Powers

Cleric spells memorized (CL 2nd)

Spell Save DC 13 Spell Attack +5

1st—*bless, command, cure wounds, guiding bolt, healing word, inflict wounds, shield of faith*

Cantrips—*guidance, sacred flame, spare the dying*

Experience & Wealth

Experience Points: **5400/900**

Current Cash: **79 gp**

Role Playing

Personality Trait: Idolize Hero - I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

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

Ideal: Change - We must help bring about the changes the gods are constantly working in the world. (Chaotic)

Bond: - Custom Bond - - A custom bond - you can pick what it does.

Flaw: - Custom Flaw - - A custom flaw - you can pick what it does.