

William Stayhal

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| Character Name | William Stayhal |
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| Class & Level | Background | Player name |
|----------------------|------------|-------------|
| Cleric 3 Life domain | Acolyte | Luka |

| Race | Alignment | Experience |
|-------|-----------|------------|
| Human | | |

| Proficiency bonus | | HP |
|-------------------|--------|----|
| Inspiration | | |
| Dice | | |
| 3d8 | 30(33) | |

| Armor Class | Initiative | Speed |
|-------------|------------|-------|
| 17 | 2 | |

| Type | Saving Throw | Value | Bonus | Proficiency | Features & Traits |
|------|--------------|-------|-------|-------------|--|
| STR | | 14 | +2 | | Warcaster(feat) Shelter of the faithful |
| DEX | | 14 | +2 | | |

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|-----|--|--------|--------|----------------------------------|
| CON | | 16(19) | +3(+4) | |
| INT | | 14 | +2 | History, Investigation, Religion |
| WIS | | 18 | +4 | Insight, Medicine |
| CHA | | 14 | +2 | |
| LCK | | 10 | +0 | |

| Weapons/Attacks | | | Spells | | |
|-----------------|-----------|----------|--------------|-----------|--------|
| Name | ATK bonus | Damage | Name | ATK bonus | Damage |
| Mace | | +2d6+24 | Guiding bolt | +4 | 4d6+1 |
| Heavy X-bow | | +2d10+24 | | | |
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Inventory

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| Money | 15 arrows, prayer book, Holy symbol, Explorers pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.), Chainmail |
| Copper | |
| Silver | |
| Gold | |
| Platinum | |

| Other proficiencies and languages |
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Revision #3

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