

Grog Stoneborn

CHARACTER NAME

Race
Hill Dwarf

Class
Cleric

Level
3

XP
1120

STRENGTH
+2
15

DEXTERITY
+2
14

CONSTITUTION
+4
18

INTELLIGENCE
+0
10

WISDOM
+4
18

CHARISMA
+2
15

Combat

Initiative **+2**

Movement **25**
Speed

Melee Weapon

Attack **+2/+4**

Damage **+2**

Ranged Weapon

Attack **+2/+4**

Damage **+2**

Saving Throws

STR **+2**

INT **+0**

DEX **+2**

WIS **+6**

CON **+4**

CHA **+4**

Features

- ❖ CD: Turn Undead
- ❖ Divine Domain: Trickery

Defence

12
A/C

Maximum **32**
H.P.

Current **32**
H.P.

Skills

Proficiency **+2**
Bonus

- ❖ Insight (WIS) +6
- ❖ Medicine (WIS) +6

Spell Casting

Attack **+6**

Spell Save **14**
D.C.

Cantrips **3**
Known

1st Level **4**
Spell Slots

2nd Level **2**
Spell Slots

Treasure

G.P. **436**

S.P. **7**

C.P. **2**



* Advantage on Poison Saving Throws.
Resistance to Poison Damage

* 60" Dark Vision

* Stonecunning

Proficiencies:

- Battle Axe, Hand Axe, Throwing Hammer, All Simple Weapons

- Light Armor, Medium Armor, Shields

- Saving Throws: WIS(+6), CHA(+4)

- Smiths Tools

Notes

Background: I am from Iron island, 1 week travelling by ship. I am an orphan who helps in the church near the port where I was abandoned. As I have a little bit of claustrophobia, I can't work in the mines, and the only way I managed to make a living, not having studies and living near the port, was to join a gang that traffics the merchandise of ships arriving to the port.

Most of the time it's just a matter of swapping barrels with merchandise for empty barrels and selling the contents, so I wander around the port, marking with chalk if I see something of value or find out about a barrel with something valuable.

On rare occasions, I have to locate barrels that I don't know what they contain and mark them so they can be picked up later. It's not a good life, but it could be worse...

Bond: The boss of the gang I used to work for, who is quite known and respected on the island, although not for good reasons.

The relationship is not all bad, but it's not all good either, since he has allowed me to get out of the life I was living until now, but not without constraints.

The reason he has is, he doesn't want to lose a member of the gang unless it is for a generous payment, and as he knows that in the guild you can get bigger amounts of money, he wants a percentage of the profits until my debt has been paid off.

At least that is what I have been told.

Traits: Optimism and perseverance, if I am convinced of something, I will try as many times as necessary to achieve it.

Flaws: I can be quite naive and forgetful at times and that has given me a scare or two, which is why I don't deal with explosives.

Ideals: Abandoning the life of a gang member and be able to pay off the debt with which I have bought my freedom.

Why I want to join the Guild:

To leave this life, I tried to convince my boss many times, who finally gave up and allowed me to leave the gang, on the condition that I return an aberrant sum of money, for which he suggested that the best way was to join a guild in Saltmarsh. To get that money as soon as possible.

So, my intentions at first are purely economic.