

Dr Adalpus Zook

Male Forest Gnome Cleric 5 - CR 2

Lawful Good; Small Humanoid; Deity: **Eru Ilúvatar**;
Background: **Thaumaturgical Anthropology**; Height: **3' 2"**;
Weight: **38lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	15	+2	+3
Stone of Good Luck (Luckstone): +1 bonus on ability checks			
DEX DEXTERITY	14	+2	+3
Stone of Good Luck (Luckstone): +1 bonus on ability checks			
CON CONSTITUTION	15	+2	+3
Stone of Good Luck (Luckstone): +1 bonus on ability checks			
INT INTELLIGENCE	18	+4	+5
Stone of Good Luck (Luckstone): +1 bonus on ability checks			
WIS WISDOM	18	+4	+8
Stone of Good Luck (Luckstone): +1 bonus on ability checks			
CHA CHARISMA	13	+1	+5
Stone of Good Luck (Luckstone): +1 bonus on ability checks			

AC	18	Initiative	+3	Speed	25 ft
Proficiency	+3	Inspiration			
HP	38	HD	5d8	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				

Crossbow, light

Ranged, both hands: **+5, 1d8+2** Rng: 80 ft./320 ft.
piercing Ammunition,
Loading, Two-
Handed

Quarterstaff

Main hand: **+5, 1d6+2 bludgeoning** Versatile
Both hands: **+5, 1d8+2 bludgeoning**

Breastplate

+4

Shield

+2



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (2)	-	
Animal Handling	+8	WIS (4)	+3	
Arcana	+5	INT (4)	-	
Athletics	+3	STR (2)	-	
Deception	+2	CHA (1)	-	
History	+8	INT (4)	+3	
Insight	+8	WIS (4)	+3	
Intimidation	+2	CHA (1)	-	
Investigation	+8	INT (4)	+3	
Medicine	+5	WIS (4)	-	
Nature	+5	INT (4)	-	
Perception	+5	WIS (4)	-	
Performance	+2	CHA (1)	-	
Persuasion	+2	CHA (1)	-	
Religion	+5	INT (4)	-	
Sleight of Hand	+3	DEX (2)	-	
Stealth	+3	DEX (2)	-	
Survival	+5	WIS (4)	-	

Passive Perception: 15

Feats

Magic Initiate (Wizard)

Other Proficiencies:

Weapons: Simple weapons

Armor: Light armor; Medium armor; Shields

Special Abilities

Bonus Cantrip

Channel Divinity

Channel Divinity: Radiance of the Dawn (DC 15 Con)

Gear

**Total Weight Carried: 36.48 lbs,
(Maximum: 225 lbs)**

Breastplate	20 lbs
Crossbow, light	5 lbs
Holy symbol (emblem, Symbol on shield)	-
Lantern of Revealing	-
Money	1.48 lbs
Quarterstaff	4 lbs
Shield	6 lbs
Stone of Good Luck (Luckstone)	-

Special Abilities

Channel Divinity: Turn Undead (DC 15 Wis)
Darkvision (60 feet)
Destroy Undead (CR 0.5)
Gnome Cunning
Light
Researcher
Speak with Small Beasts
Warding Flare (5/day)

Racial Spells & Spell-Like Abilities

Find Familiar (1/long rest) ☐
Minor Illusion (At will)

Tracked Resources

Channel Divinity (1/short rest) ☐
Warding Flare (5/day) ☐☐☐☐☐

Languages

Common Elvish
Dwarvish Gnomish

Spell Slots

3rd level ☐☐
2nd level ☐☐☐
1st level ☐☐☐☐

Spells & Powers

Cleric spells memorized (CL 5th)
Spell Save DC 15 Spell Attack +7
3rd—*daylight, fireball, revivify, spirit guardians*
2nd—*enhance ability, flaming sphere, prayer of healing, scorching ray, spiritual weapon*
1st—*bless, burning hands, cure wounds, faerie fire, guiding bolt, healing word*
Cantrips—*guidance, light, mending, resistance, sacred flame*

Other Spells & Powers

Feats, Bonus Spells:

Magic Initiate Spells:

1st—Find Familiar

Cantrips—Prestidigitation, Shocking Grasp

Experience & Wealth

Experience Points: **6500**/14000
Current Cash: **65 pp, 1 gp, 8 sp**

Role Playing

Personality Trait: Love The Wind In My Hair - I love the wind in my hair and the grass racing by beneath my horse's hooves.

Personality Trait: Overly Sensitive - I'm overly sensitive and tend to take innocent comments the wrong way.

Ideal: Greater Good - My responsibility in life is to defend the lives of others, even if that means losing my own.
(Good)

Bond: Question - A single question has become an obsession for me and I am determined to discover its answer

Flaw: Obsess About Goals - Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Other Spells & Powers

Proficiencies Spells:

Companions

Jennie

Owl

Tiny fey, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 5 ft., fly 60 ft.

STR 3 (-4), **DEX** 13 (+1), **CON** 8 (-1), **INT** 2 (-4), **WIS** 12 (+1), **CHA** 7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.