

DISCINQUE

CHARACTER NAME

Rogue 9

CLASS & LEVEL

Human

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

18

+4

CONSTITUTION

12

+1

INTELLIGENCE

16

+3

WISDOM

9

-1

CHARISMA

14

+2

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- +2 Strength
 - +8 Dexterity
 - +1 Constitution
 - +7 Intelligence
 - 1 Wisdom
 - +2 Charisma

- SKILLS
- +8 Acrobatics (Dex)
 - 1 Animal Handling (Wis)
 - +3 Arcana (Int)
 - +10 Athletics (Str)
 - +10 Deception (Cha)
 - +3 History (Int)
 - 1 Insight (Wis)
 - +2 Intimidation (Cha)
 - +7 Investigation (Int)
 - 1 Medicine (Wis)
 - +3 Nature (Int)
 - 1 Perception (Wis)
 - +2 Performance (Cha)
 - +2 Persuasion (Cha)
 - +3 Religion (Int)
 - +8 Sleight of Hand (Dex)
 - +12 Stealth (Dex)
 - 1 Survival (Wis)

16

ARMOR CLASS

+4

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

The best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

I will become the greatest thief that ever lived.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

rapier +8 1d8+4

shortbow* +8 1d6+4

dagger* +8 1d4+4

*shortbow range (80/320)
*thrown dagger range (20/60)

Sneak Attack.
Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Expertise.
Your proficiency bonus is doubled for any ability check you make that uses Athletics, Deception, Stealth, or Thieves' Tools (already figured in).

Cunning Action.
You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge.
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion.
When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Fast Hands.
You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work.
Climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak.
You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

FEATURES & TRAITS

9

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Gaming Set (Dice), Thieves' Tools (+12)

Languages.
Common, Elvish, Halfling, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

PP

15

rapier, shortbow, quiver of 20 arrows, 2 daggers, studded leather armor, thieves' tools, dark common clothes with hood, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, crowbar

EQUIPMENT

LEMBU

CHARACTER NAME

Fighter 9

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

18

+4

INTELLIGENCE

10

+0

WISDOM

12

+1

CHARISMA

11

+0

INSPIRATION

+4

PROFICIENCY BONUS

- +8 Strength
- +1 Dexterity
- +8 Constitution
- +0 Intelligence
- +1 Wisdom
- +0 Charisma

SAVING THROWS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +0 Arcana (Int)
- +8 Athletics (Str)
- +0 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +5 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

19

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 94

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I've lost too many friends, and I'm slow to make new ones.

PERSONALITY TRAITS

Ideals aren't worth killing over or going to war for.

IDEALS

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

longsword +7 1d8+4*

handaxe* +7 1d6+4

*longsword is versatile; when wielded in two hands damage is 1d10+4
*thrown handaxe range (20/60)

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons, Martial Weapons

Tools.
Gaming Set (Dice), Vehicles (Land)

Languages.
Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

chainmail, shield, common clothes, belt pouch, longsword, 2 handaxes

SP

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, insignia of rank, piece of a banner from a fallen enemy, bone dice

EP

GP

10

PP

EQUIPMENT

Fighting Style (Defense).

While you are wearing armor, you gain a +1 bonus to AC.

Second Wind.

On your turn, you can use a bonus action to regain hit points equal to 1d10 + 9. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge.

On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Indomitable.

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

Improved Critical.

Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete.

Add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

FEATURES & TRAITS

HODAR

CHARACTER NAME

Wizard 9

CLASS & LEVEL

Human

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
9
-1

DEXTERITY
14
+2

CONSTITUTION
12
+1

INTELLIGENCE
20
+5

WISDOM
14
+2

CHARISMA
14
+2

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +2 Dexterity
- +1 Constitution
- +9 Intelligence
- +6 Wisdom
- +2 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +9 Arcana (Int)
- 1 Athletics (Str)
- +2 Deception (Cha)
- +9 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +9 Investigation (Int)
- +2 Medicine (Wis)
- +5 Nature (Int)
- +2 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +9 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I ... speak ... slowly ... when talking ... to idiots, ... which ... almost ... everyone ... is ... compared ... to me.

PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

I sold my soul for knowledge. I hope to do great deeds and win it back.

BONDS

I am easily distracted by the promise of information.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

staff +3 1d8-1

shk. grasp +9 2d8

ATTACKS & SPELLCASTING

Ritual Casting.
You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery.
Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Sculpt Spells.
You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip.
When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Weapons.
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

Languages.
Common, Draconic, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP quarterstaff, component pouch, common clothes, pouch

SP backpack- book of lore (general arcana), 2 bottles of black ink, 2 ink pens, 10 sheets

EP parchment, little bag of sand, small knife, a letter from a dead colleague posing a question you have not yet been able to answer, spellbook

CP 10

PP

EQUIPMENT

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

Dancing Lights

Light

Mending

Shocking Grasp

3

3

- Clairvoyance
- Dispel Magic
- Fireball
- Haste
- Water Breathing

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Burning Hands
- Comprehend Languages
- Detect Magic
- Identify
- Mage Armor
- Magic Missile
- Protection from Evil and Good
- Sleep
- Tenser's Floating Disc

4

3

- Confusion
- Fire Shield
- Ice Storm
- Wall of Fire

7

2

3

- Darkness
- Detect Thoughts
- Gust of Wind
- Ray of Enfeeblement
- Shatter

5

1

- Bigby's Hand
- Cone of Cold

8

9

SPELLS KNOWN

PHINEAS

CHARACTER NAME

Bard 9
CLASS & LEVEL
Human
RACE

Charlatan
BACKGROUND
Neutral
ALIGNMENT
EXPERIENCE POINTS

STRENGTH
11
+0

DEXTERITY
16
+3

CONSTITUTION
12
+1

INTELLIGENCE
14
+2

WISDOM
12
+1

CHARISMA
18
+4

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +7 Dexterity
- +1 Constitution
- +2 Intelligence
- +1 Wisdom
- +8 Charisma

SKILLS

- +7 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +4 Arcana (Int)
- +2 Athletics (Str)
- +12 Deception (Cha)
- +4 History (Int)
- +9 Insight (Wis)
- +6 Intimidation (Cha)
- +6 Investigation (Int)
- +3 Medicine (Wis)
- +4 Nature (Int)
- +3 Perception (Wis)
- +8 Performance (Cha)
- +8 Persuasion (Cha)
- +4 Religion (Int)
- +7 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS
+5 INITIATIVE
30 ft. SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I lie about almost everything, even when there's no good reason to.

PERSONALITY TRAITS

I'm determined to make something of myself.

IDEALS

I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.

BONDS

I can't resist swindling people who are more powerful than me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

rapier	+7	1d8+3
dagger*	+7	1d4+3
shillelagh	+8	1d8+4

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

Ritual Casting.
You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Bardic Inspiration (d8).
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die.
Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.
You can use this feature four times. You regain any expended uses when you finish a short or long rest.

Song of Rest (d8).
If you or any friendly creatures who can hear your performance regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Countercharm.
As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words.
When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor

Weapons.
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools.
Disguise Kit, Forgery Kit, Musical Instruments (Drum, Lute, Pan Flute)

Languages.
Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP SP EP GP PP

rapier, dagger, walking stick (club) leather armor, pan flute, fine clothes, belt pouch

backpack- bedroll, 2 costumes, 5 candles, 5 days rations, waterskin, disguise kit, forgery kit, set of weighted dice

15

EQUIPMENT



Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Prestidigitation
- Vicious Mockery
- Shillelagh*

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- Feign Death
- Nondetection
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SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED

SPELL NAME

- Charm Person
- Comprehend Languages
- Feather Fall
- Illusory Script
- Tasha's Hideous Laughter
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- Compulsion
- Freedom of Movement
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- Detect Thoughts
- Suggestion
- Misty Step*
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- Mislead
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SPELLS KNOWN

LI HON

CHARACTER NAME

Monk 9

CLASS & LEVEL

Human

RACE

Folk Hero

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

16

+3

CONSTITUTION

13

+1

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+4

PROFICIENCY BONUS

- +6 Strength
- +7 Dexterity
- +1 Constitution
- +1 Intelligence
- +3 Wisdom
- +2 Charisma

SAVING THROWS

- +7 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- +1 Arcana (Int)
- +6 Athletics (Str)
- +2 Deception (Cha)
- +1 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +7 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

45 ft.

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm confident in my own abilities and do what I can to instill confidence in others.

PERSONALITY TRAITS

No one should get preferential treatment before the law, and no one is above the law.

IDEALS

I protect those who cannot protect themselves.

BONDS

I have trouble trusting in my allies.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

unarmed +7 1d6+3

shrtsword +7 1d6+3

dart +7 1d4+3

Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Arts.

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

Ki-Empowered Strikes.

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ATTACKS & SPELLCASTING

KI SAVE DC 15; KI POINTS 9

Flurry of Blows.

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense.

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind.

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stunning Strike.

When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Deflect Missiles.

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 12. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

FEATURES & TRAITS

13

PASSIVE WISDOM (PERCEPTION)

Weapons.
Simple Weapons, Shortsword

Tools.
Artisan's Tools (Calligrapher's Supplies), Musical Instrument (Lute), Vehicles (Land)

Languages.
Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

shortsword, 10 darts, common clothes, belt pouch

SP

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, shovel, iron pot, calligrapher's supplies

EP

CP

10

PP

EQUIPMENT

Slow Fall.

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Unarmored Movement.

You have the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Evasion.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind.

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Wholeness of Body.

You gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Open Hand Technique.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

ADDITIONAL FEATURES & TRAITS

ZINETHAR

CHARACTER NAME

Cleric 9

CLASS & LEVEL

Human

RACE

Acolyte

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
14
+2

DEXTERITY
10
+0

CONSTITUTION
14
+2

INTELLIGENCE
11
+0

WISDOM
20
+5

CHARISMA
14
+2

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +0 Dexterity
- +2 Constitution
- +0 Intelligence
- +9 Wisdom
- +6 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +9 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- +9 Medicine (Wis)
- +0 Nature (Int)
- +5 Perception (Wis)
- +2 Performance (Cha)
- +6 Persuasion (Cha)
- +4 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +5 Survival (Wis)

18 ARMOR CLASS

+0 INITIATIVE

30 ft. SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 9d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I see omens in every event and action. The gods try to speak to us, we just need to listen.

PERSONALITY TRAITS

The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

Everything I do is for the common people.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAWS

NAME: mace | ATK BONUS: +6 | DAMAGE/TYPE: 1d6+2

Divine Strike.
Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

ATTACKS & SPELLCASTING

Ritual Casting.
You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Disciple of Life.
Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Blessed Healer.
When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Channel Divinity (2/rest).

CD: Turn Undead.
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.
A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1.

CD: Preserve Life.
As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

FEATURES & TRAITS

15 PASSIVE WISDOM (PERCEPTION)

Armor.
All Armor, Shields

Weapons.
Simple Weapons

Languages.
Common, Celestial, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

mace, chainmail, shield, dagger, holy symbol, common clothes, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, prayer book, 5 sticks of incense, vestments

15

EQUIPMENT

Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

Guidance

Light

Sacred Flame

Spare the Dying

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Bless*
- Cure Wounds*
- Create or Destroy Water
- Guiding Bolt
- Healing Word
- Protection From Evil and Good
- Sanctuary
-
-
-
-
-
-

2

3

- Lesser Restoration*
- Spiritual Weapon*
- Hold Person
- Prayer of Healing
- Silence
-
-
-
-
-
-
-
-

*Domain Spells-Always Prepared

3

3

- Beacon of Hope*
- Revivify*
- Mass Healing Word
- Remove Curse
- Spirit Guardians
-
-
-
-
-
-
-
-

4

3

- Death Ward*
- Guardian of Faith*
- Freedom of Movement
- Stone Shape
-
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5

1

- Mass Cure Wounds*
- Raise Dead*
- Greater Restoration
-
-
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6

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8

9

SPELLS KNOWN