

CHARACTER NAME

11 Cleric Life Domain

Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Mountain Dwarf

N/G

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+4

(15)19

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

+0

11

WISDOM

+5

20

CHARISMA

+0

10

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +9 Wisdom
- ☒ +0 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +5 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +4 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +9 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ -0 Investigation (Int)
- ☒ +9 Medicine (Wis)
- ☐ -0 Nature (Int)
- ☐ +5 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +5 Survival (Wis)

SKILLS

22

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 91

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11 d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Nothing can shake my optimistic attitude

I am tolerant of other faiths and respect the worship of the other gods

PERSONALITY TRAITS

Charity- I always try to help those in need, no matter what the personal cost

IDEALS

Everything i do is for the common people

BONDS

i am inflexible in my thinking

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

warhammr

+8

d8+(d8)+4

ATTACKS & SPELLCASTING

Hill dwarf traits

Darkvision 60 ft

Dwarven resilience - advantage on TS against poison, resistance to poison damage

Stonecunning - double proficient in History checks on stoneworks

Lvl 1 - Discipline of Life: whenever you cast a spell of 1st or higher to restore hit points to a creature, the creature, the creature regains additional hit points equal 2+ the spell level

Lvl 2 - Channel Divinity: USE 2/2

Turn Undead: Each undead within 30 feet of you must make a wisdom saving throw against your spellcasting DC. if the creature fails its saving throw, it is turned for 1 minute or until it takes damage. a turned creature must spend its turn 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; Lvl 11: each undead must challenge 2 or less if it fails the saving throw against your turn undead feature, the creature is instantly destroyed.

Preserve Life: As an action, you choose any creature within 30 feet of you, and divide 55 hit points among them. This Feature can restore a creature to no more than half of its point maximum.

Lvl 6 - Blessed Healer: whenever you cast a spell of 1st or higher to restore hit points to a creature, you regains hit points equal 2+ the spell level.

Lvl 8 - Divine strike: when you make a weapon attack you can cause the attack deal 1d8 extra radiant damage. you can use this feature once on each your turns.

Lvl 10 - Divine Intervention: describe an assistance you seek, and roll percentile dice. if you roll a number equal to or lower than your cleric level, your deity intervenes. if your deity intervenes you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

FEATURES & TRAITS

15

PASSIVE WISDOM (PERCEPTION)

Simple Weapon
Battleaxe, handaxe, light hammer, warhammer
All Armor
Shields

Common, Dwarvish, Celestial, Sylvan

OTHER PROFICIENCIES & LANGUAGES

CF

SP

EP

GF

PF

Plate armor, 18 AC
Shield +2 AC
Holy Symbol
Priest's Pack
Prayer Book
5 Sticks of Incense
Vestments
Set of common clothes
Gauntlets of Ogre Power

EQUIPMENT



SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK
BONUS

0 CANTRIPS

Light 255

Mending 259

Sacred flame 272

Spare the Dying 277

Thaumaturgy 282

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

PREPARED

SPELL NAME

☒ Bless DOMAIN 219

☒ Cure Wounds DOMAIN 230

☐ Healing Word 250

☐ Guiding Bolt 248

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

3 3

☒ Revivify DOMAIN 272

☒ Beacon of Hope DOMAIN 217

☐ Spirit Guardians 278

☐ Speak With Dead 277

☐ Remove Curse 271

☐ Clairvoyance 222

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

4 3

☒ Death Ward DOMAIN 230

☒ Guardian of Faith DOMAIN 246

☐ Divination 234

☐ Freedom of Movement 244

☐ Banishment 217

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

5 2

☒ Mass Cure Wounds DOMAIN 258

☒ Raise Dead DOMAIN 270

☐ Greater Restoration 246

☐ Flame Strike 242

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

6 1

☐ Heal 250

☐ Heroes' Feast 250

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

9

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

SPILLS KNOWN