

Thorn Shagar

CHARACTER NAME

Cleric (Tempest domain)

CLASS & LEVEL

Half-Orc

RACE

Guild Artisan (Shipwright)

BACKGROUND

ALIGNMENT

Rokas

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

0

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

15

+2

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ 0 Dexterity
- ☐ +3 Constitution
- ☐ -1 Intelligence
- ☒ +4 Wisdom
- ☒ +1 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +1 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +1 Persuasion (Cha)
- ☒ +1 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16/18

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Orc
Žemaičių
Profic: Light, Medium, Heavy
armor; Shields; Simple,
Martial Weapons; Carpenter's
Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Chainmail,
Explorer pack,
Shield, Handaxe,
Warhammer,
Letter of introduction
from guild;
Carpenter's Tools

EQUIPMENT

Darkvision 60 feet

Relentless Endurance: "When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest."

Savage Attacks: "When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit."

Wrath of the Storm: "When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes lightning or thunder damage (your choice) equal to 2d8 on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest."

FEATURES & TRAITS