

War Cleric 5

CLASS & LEVEL

Soldier - Calvary

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

6500

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+3

14+2

DEXTERITY

-1

8

CONSTITUTION

+2

12+2

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

+2

14

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ -1 Intelligence
- ☒ +5 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +6 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

17

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 38

38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

5

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Specialty - Calvary

Trait - I have a crude sense of humor.

PERSONALITY TRAITS

I do what I must, and obey just authority.

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I have little respect for anyone who isn't a proven warrior.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Maul

+6

2d6+3Blud

Glaive

+6

1d10+3Sla

S.Flame

D13

2d8Radian

Sacred Flame - 60' 1 target for 2d8 Radiant damage or Dexterity save to negate, target gains no benefit from cover.

War Priest (2/2)

Channel Divinity(1/1)

*Turn Undead (Destroy CR 1/2)

*Guided Strike

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP

PP

Body - Splintmail (AC 17 no Dex, Disadvantage vs. Stealth)
RH - Maul/Glaive
LH -

Misc - Holy Symbol

88

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

====Race====
Race - Dwarf
*Ability Score - Constitution +2
*Size - Medium
*Darkvision 60' - Dim=Bright, Dark=Dim(no color in Dark)
*Dwarven Resilience - Advantage vs. Poison and Resistance vs. Poison Damage
*Dwarven Combat Training - Battleaxe, Handaxe, Throwing Hammer and Warhammer
*Tools - Brewer's Supplies
*Stonecutting - you are Double Proficient in History(Int) checks vs. the Origin of Stonework
Subrace - Mountain Dwarf
*Ability Score - Strength +2
*Dwarven Armor Training - Light and Medium

====Background====
Background - Soldier
*Skills - Athletics(Str) and Intimidation(Cha)
*Tools - Gaming Set and Vehicles(land)

====Class====
Class - Cleric
*Hit Dice - 5d8
*Armor - Shields
*Weapons - Simple
*Saving Throws - Wisdom and Charisma
*Skills - Insight(Wis) and Persuasion(Cha)
*Starting Wealth - 200GP(5d4x10)
*Prepared Spells(7)
*Ritual Casting - you may cast any Prepared spell with the "Ritual" tag as a Ritual without consuming a Spell Slot, an additional 10 minutes are required to do so.
*Channel Divinity(1) - you may use these to power various effects per short or long rest.
*Channel Divinity(Turn Undead) - you cause Undead within 30' of you to make a Wisdom save or be "Turned" for 1 minute; Turned Undead must spend its turns trying to move as far away from you as it can, and cannot willingly move to a space within 30' of you. It also cannot make Readiness, for its Action it can only make the Dash action or attempt to escape from an effect that prevents it from moving, if there's nowhere to move it can use the Dodge action.
*Destroy Undead(CR 1/2) - when an Undead fails its saving throw against your "Turn Undead" ability it is instantly destroyed if it is equal or below a certain Challenge Rating (CR).

====Archetype====
Archetype - War Domain
*Duty - Clangedin Silverbeard
*Armor - Heavy
*Weapons - Martial
*War Priest(2) - you may make a bonus attack when you make the Attack action
*Channel Divinity(Guided Strike) - you may use this ability to add +10 to an Attack Roll you make after you see the roll but before the DM determines it is a hit or miss.

====Special====
Feats
*Polearm Master - when you use the Attack action with a Glaive, Halberd or Quarterstaff you may use a Bonus Action to make an attack with the opposite end of the weapon (1d4 Bludgeoning), and when equipped with either a Glaive, Halberd, Pike or Quarterstaff enemies Provoke an Attack of Opportunity when they enter your Reach.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Background Equipment - An insignia of rank, a trophy taken from a fallen enemy (broken blade), a set of bone dice, a set of common clothes, and a belt pouch
Cleric Starting Equipment - Chainmail(75GP), Maul(10GP), Glaive(20GP), Dungeoneer's Pack(12GP) and Holy Symbol (Amulet 5GP)



Cleric

SPELLCASTING
CLASS

Wisdom

13

+5

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Spare the Dying
Sacred Flame
Thaumaturgy

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Divine Favor (Domain)
- ☒ Shield of Faith (Domain)
- ☒ Cure Wounds
- ☒ Healing Word
- ☒ Bless
- ☒ Bane
- ☐ Detect Evil and Good
- ☐ Detect Magic (Ritual)
- ☐ Guiding Bolt
- ☐ Inflict Wounds
- ☐
- ☐

2

3

- ☒ Magic Weapon (Domain)
- ☒ Spiritual Weapon (Domain)
- ☒ Prayer of Healing
- ☐ Calm Emotions
- ☐ Silence (Ritual)
- ☐ Blindness/Deafness
- ☒ Hold Person
- ☐
- ☐
- ☐
- ☐
- ☐

3

2

- ☒ Crusader's Mantle (Domain)
- ☒ Spirit Guardians (Domain)
- ☐ Animate Dead
- ☐ Dispel Magic
- ☐ Tongues
- ☐ Water Walk (Ritual)
- ☐ Speak with Dead
- ☐ Revivify
- ☒ Mass Healing Word
- ☐ Bestow Curse
- ☐ Remove Curse
- ☐ Protection from Energy
- ☐

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