

# DUNGEONS & DRAGONS

Eg

CHARACTER NAME

Tempest cleric

CLASS & LEVEL

Far Traveler

BACKGROUND

JACO B

PLAYER NAME

Aarakocra

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

Homeland: Halruqa (mantling magocracy)

STR

STRENGTH

12

+1

DEX

DEXTERITY

12

+2

CON

CONSTITUTION

13

+1

INT

INTELLIGENCE

9

-1

WIS

WISDOM

12

+1

CHR

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ 2 Acrobatics (DEX)
- ☐ 1 Animal Handling (WIS)
- ☐ -1 Arcana (INT)
- ☐ 1 Athletics (STR)
- ☐ -1 Deception (CHR)
- ☒ 1 History (INT)
- ☒ 3 Insight (WIS)
- ☐ -1 Intimidation (CHR)
- ☐ -1 Investigation (INT)
- ☒ 3 Medicine (WIS)
- ☐ -1 Nature (INT)
- ☒ 3 Perception (WIS)
- ☐ -4 Performance (CHR-3)
- ☐ -1 Persuasion (CHR)
- ☐ -1 Religion (INT)
- ☐ 2 Sleight of Hand (DEX)
- ☐ 2 Stealth (DEX)
- ☐ 1 Survival (WIS)

SKILLS

15

ARMOR CLASS

2

INITIATIVE

25/50

SPEED

Hit Point Maximum

23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Whatever dude  
Own ideas about what is/and  
isn't

PERSONALITY TRAITS

Gpa

IDEALS

Freedom

BONDS

Appreciate exotic beauty

FLAWS

NAME

Warhammer

ATK BONUS

+1

DAMAGE/TYPE

1d8 bludge

Crossbow (20 ft)

+4

2d10 pierce

Rapier

+4

1d8 pierce

Fall the Dead - target WIS save then 1d8 necro or 1d12 if dead

Thunderwave - in sea not p-ge

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Accordion

Languages: Aarakocra

Common

Auran

Abysal

DEF weapon proficiency (2 to 13)

OTHER PROFICIENCIES & LANGUAGES

CP

10

SP

5

EP

12

GP

337

PP

60

Warhammer

Leather armor

Crossbow - 20 ft

Explorers Pack

Shield

Ham Symbol

Clothing

Accordion

Bad map of Faerun

Small miniature glass pumpkin

Potion of Healing x2

Hearty man's moss x2

Poor man's moss x2

Warrior's moss x2

EQUIPMENT

AM BIRD DO TRAVEL

FEATURES & TRAITS



- each spare the dying: Touch living creature with 0 HP; needs not saving throw NO EFFECT undead & constructs
- 300ft. Thaumaturgy Manifest - minor wonder - 3x loud voice, flame color change, harmless earthquake, instant sound somewhere else - sound could be anything?  
 1 action
- 600ft. Toll the Dead: Point at one creature you can see & dolorous (gripping) bells sound; target must WIS saving throw or take 1d8 necrotic damage  
 If target is not full HP, 1d12 instead
- 1200ft. Fog Cloud Great 20 ft. radius fog sphere centered on point ≤ 120 ft. Heavily obscured vision  
 VS Higher spell slot level yields +20 ft. radius/lvl
- Thunderwave Every creature within a 15-foot cube rolls CON saving throw, or 2d8 thunderclap damage  
 Successful save = half damage, no lbs, Unsecured items completely within range are knocked back  
 Sound audible to 300 ft. Higher level damage = +1d8/lvl
- Wrath of the Storm W/in 5 ft. cause DEX saving throw - failed, take 2d8 lightning damage or half as much on success  
 Can use this # of times = to WIS mod (at least once) long rest refills this
- 600 ft. Sacred Flame Flame-like radiance descends on creature you can see DEX saving throw or 1d8 radiant damage  
 no benefit from cover this gets stronger at 5th lvl (2d8), 11th (3d8), 17th (4d8)
- 1200ft. Guiding Bolt Flash of light towards creature of choice. Range. 4d6 radiant, & next attack roll before one of your next turns has advantage
- 300ft. Prayer of Healing Up to 6 creatures of choice you see regain 2d8 + spellcast mod, no effect on undead or constructs  
 1 action

"Concentration" = can only inflict on one at a time

Destructive wrath - Encounter when you roll lightning/thunderclap, you use your Channel Divinity to deal more damage instead of rolling