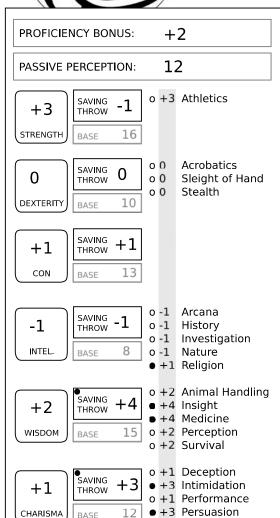


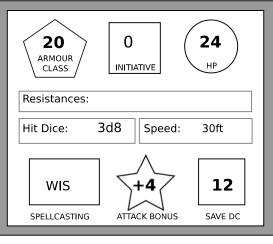
Cleric: 3 (War) CLASS & LEVEL

Half-orc, half-lizardperson

Acolyte









SPECIAL ABILITIES:

Darkvision (60ft)

Savage Attack (+1d on crit)

Relentless Endurance (1pLR)
When reduced to 0hp, instead
be reduced to 1hp

Channel Divinity (1/sr):

Guided Strike (+10 Att. Roll)
Turn Undead

Warpriest (WIS(2)/LR): Attack as bonus action after attack action

CANTRIPS:

Thaumaturgy Spare the dying Guidance

LEVEL 2: SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 4

Bless

Detect Evil & Good Shield of Faith

Cure Wounds
Divine Favour

Spiritual Weapon Warding Bond Magic Weapon

WEAPON/ARMOUR PROFICIENCIES:

TOOL PROFICIENCIES:

LANGUAGES:

CHARACTER NOTES:

Lizard Person (Low Draconic),

All weapons, all armour

No social knowledge

Orcish

EQUIPMENT:

Serpentina's Potion of Speak with Beasts Platemail Armour Potion of 2d4 + 2 healing Warhammer Camping gear Rope (50ft) Gold (200) Zuccini