



DAELLA

Cleric (Life domain): 3

Human

Urchin

CLASS & LEVEL

RACE

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

+3

STRENGTH

SAVING THROW

+3

BASE 16

o +3 Athletics

-1

DEXTERITY

SAVING THROW

-1

BASE 9

o -1 Acrobatics
o -1 Sleight of Hand
o -1 Stealth **DIS.**

+3

CON

SAVING THROW

+3

BASE 16

-1

INTEL.

SAVING THROW

-1

BASE 9

o -1 Arcana
o -1 History
● +1 Investigation
o -1 Nature
o -1 Religion

+3

WISDOM

SAVING THROW

+5

BASE 16

o +3 Animal Handling
● +5 Insight
● +5 Medicine
o +3 Perception
● +5 Survival

-1

CHARISMA

SAVING THROW

+1

BASE 9

o -1 Deception
o -1 Intimidation
o -1 Performance
o -1 Persuasion

TOOL PROFICIENCIES:

Thieves tools, cards

LANGUAGES:

Common, Dwarven

WEAPON/ARMOUR PROFICIENCIES:

all armour, shields
simple weapons

CHARACTER NOTES:

Everything I love dies. Why bother getting attached?

BONDS: dragon parent

18

ARMOUR CLASS

-1

INITIATIVE

24

HP

Resistances:

Hit Dice: 3d8

Speed: 30ft

WIS

SPELLCASTING

+5

ATTACK BONUS

13

SAVE DC

SPECIAL ABILITIES:

Wanderer: you have an excellent memory for maps and geography. In addition, in a suitable landscape you can find food and water for up to six people per day

Ritual Casting: you can cast any prepared cleric spell as a ritual if it has the 'ritual' tag

Disciple of Life: when using a healing spell of 1st level or higher regain an additional 2+ spell level HP

Channel Corallion: (1 / rest)

Preserve Life: as an action, restore 10 HP (5xlevel) divided between creatures within 30ft. This can only restore HP up to half the creature's max

Turn Undead: as an action, each undead within 30 ft must make a WIS save or be turned for 1 min or until it takes damage. A turned creature must use its actions to move as far away from you as possible.

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Spear
melee or 20/60

+5

1d6+5 piercing
1d8.. if used 2-handed

Dagger
melee or 20/60

+5

1d4+5 piercing

CANTRIPS:

Guidance
Light
Toll the Dead

SPELL SLOTS:

Level 1 - 4 / LONG REST

Level 2 - 2 / LONG REST

SPELLS PREPARED: 6

PREPARED SPELLS:

EQUIPMENT:

spear
shield

chainmail

hidden knife

holy symbol (Corallion medallion,
spiral symbol, charred green and
black, token of your parents)

15 gp
12 magic beans
map of Haven's surroundings
deck of cards
2 black dragon acid sacs
1 black dragon wyrmling hide
assorted dragon gibs
Explorer's pack: bedroll, mess kit,
tinderbox, waterskin, 10 torches,
50 ft hemp rope