

PROFICIENCY BONUS: +2PASSIVE PERCEPTION: 13 o +3 Athletics SAVING +3 +3 THROW STRENGTH 16 BASE Acrobatics 0 - 1SAVING -1 -1 0 -1 Sleight of Hand THROW Stealth DIS. 0 -1 9 DEXTERITY BASE SAVING +3 +3 THROW CON 16 BASE o -1 Arcana SAVING -1 o -1 History -1 THROW • +1 Investigation 0 -1 INTEL. 9 Nature BASE o -1 Religion o +3 Animal Handling SAVING +5 ● +5 Insight +3 THROW • +5 Medicine WISDOM BASE 16 o +3 Perception ■ +5 Survival o -1 Deception SAVING +1o -1 Intimidation -1 THROW Performance 0 -1 9 o -1 Persuasion CHARISMA

TOOL PROFICIENCIES:

LANGUAGES:

Common, Dwarven

Thieves tools, cards

WEAPON/ARMOUR PROFICIENCIES:

all armour, shields simple weapons

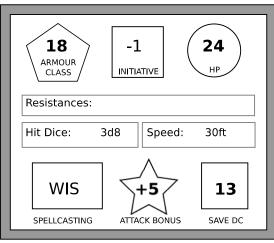
CHARACTER NOTES:

Everything I love dies. Why bother getting attached?

BONDS: dragon parent

Cleric (Life domain): 3 Human Urchin

CLASS & LEVEL RACE BACKGROUND



WEAPONS: NAME/RANGE ATK BONUS DAMAGE/TYPE Spear H5 1d6+5 piercing 1d8.. if used 2-handed Dagger melee or 20/60 +5 1d4+5 piercing

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 highter 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.

CANTRIPS: SPELL SLOTS:

Level 1 - 4 / LONG REST

Guidance Level 2 - 2 / LONG REST

Light

Toll the Dead

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