

Nornal

CHARACTER NAME

Cleric 1
CLASS & LEVEL

High Elf
RACE

Soldier
BACKGROUND

JonathanTheBewildered
PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+0

10

CONSTITUTION

+2

14

INTELLIGENCE

+0

11

WISDOM

+2

15

CHARISMA

+1

12

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

Saving Throw Modifiers
Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- ☐ +0 Acrobatics DEX
- ☐ +2 Animal Handling WIS
- ☐ +0 Arcana INT
- ☒ +3 Athletics STR
- ☐ +1 Deception CHA
- ☐ +0 History INT
- ☐ +2 Insight WIS
- ☒ +3 Intimidation CHA
- ☐ +0 Investigation INT
- ☒ +4 Medicine WIS
- ☐ +0 Nature INT
- ☒ +4 Perception WIS
- ☐ +1 Performance CHA
- ☒ +3 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX
- ☐ +2 Survival WIS

SKILLS

+0

INITIATIVE

ARMOR

16

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

10

--

HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Heavy Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Dice Set, Vehicles (Land)

=== LANGUAGES ===

Common, Deep Speech, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Fire Bolt

+2

1d10 Fire

V/S, (range 120)

Unarmed Strike

+3

2 Bludgeoning

Warhammer

+3

1d8b

Versatile (1d10b)

Handaxe

+3

1d6s

(range 20/60)

WEAPON ATTACKS & CANTRIPS



Nornal

CHARACTER NAME

	125	Medium	6'	135
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Evil	Erythnul	Golden	Golden	Golden
ALIGNMENT	FAITH	SKIN	EYES	HAIR

Golden hair, skin and eyes. Hair is braided back with beads and shaved temples/sides. Tattoos are visible accross the scalp including repeated depictions of blood doplets.

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I can stare down a hell hound without flinching.
I enjoy being strong and like breaking things.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

A devout cleric of the Chatic Erythnul, god of envy and slaughter. Nornal has a past deeply set in war, killing and slaughter. After a decade of military service, something in Nornal snapped. No longer did they care who fell at the tip of their blade, or why. Death and slaughter became song Nornal longed to sing. Mistakes were made and Nornal had to flee dishonor at the hands their surperiors. "What's the worset thing that can happen? I die."

CHARACTER BACKSTORY

The symbol of Erythnul is a droplet of blood which is depicted in many of Nornal's tattoos.

ADDITIONAL NOTES

Cleric

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
○ Sacred Flame	Cantrip	+2	1A	60 ft.	V,S	Instantaneous	PHB 272	
Spare the Dying	cantrip	--	1A	touch	V,S	Instantaneous	PBP 277	
Mending	cantrip	--	1m	touch	VSM	Instantaneous	PHP259	
=== 1st LEVEL ===								
○ Sanctuary	Cleric	WIS 12	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
○ Shield of Faith <C>	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
○ Detect Evil and Good <C>	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
○ Detect Magic [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
○ Detect Poison and Disease [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
○ Bane <C>	Cleric	CHA 12	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
○ Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
○ Command	Cleric	WIS 12	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
○ Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
○ Guiding Bolt	Cleric	+4	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
○ Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
○ Inflict Wounds	Cleric	+4	1A	Touch	V,S	Instantaneous	PHB 253	V/S
○ Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
○ Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
Divine Favor	cleric		1BA self		v,s	con, up to 1min	PHB 234	
Protection from Evil and Good <C>			1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M

SPELLS