



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

14 PASSIVE WISDOM (PERCEPTION)

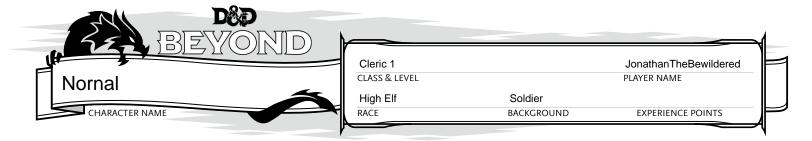
12 PASSIVE WISDOM (INSIGHT)

10 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

NAME	HIT	DAMAGE/TYPE	NOTES			
Fire Bolt	+2	1d10 Fire	V/S, (range 120)			
Unarmed Strike	+3	2 Bludgeoning				
Warhammer	+3	1d8b	Versitile (1d10b)			
Handaxe	+3	1d6s	(range 20/60)			
WEAPON ATTACKS & CANTRIPS						

ACTIONS



=== CLERIC FEATURES ===

* Spellcasting? PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus. Can ready lvl+WIS mod # of spells (3@lvl1)

- * Bonus Proficency ? PHB 63 adds proficiency to martial weapons and heavy armor
- * War Priest ? PHB 63 when you use your attack action you can use your on-handed attacks IvI+wis number of times (3@IvI1)

=== HIGH ELF RACIAL TRAITS ===

- * Darkvision ? BR 23
- You can see in darkness (shades of gray) up to 60 ft.
- * Keen Senses ? BR 23 You have proficiency in the Perception skill.
- * Fey Ancestry ? BR 23

You have advantage on saves against being charmed, and magic can 't put you to sleep.

Trance ? BR 23

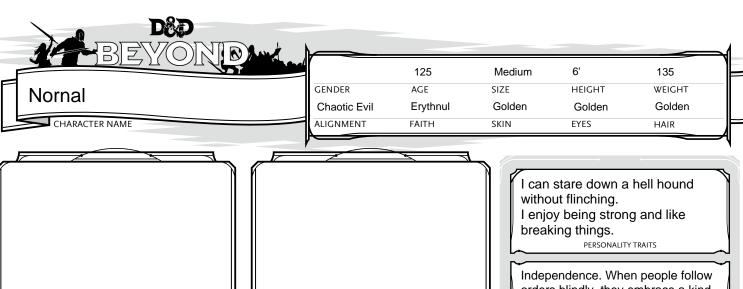
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Cantrip ? BR 24

You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Shield	1	6 lb.	Vestments	1	
		Chain Mail	1	55 lb.			
€ [{	0	Warhammer	1	2 lb.			
		Handaxe	1	2 lb.			
	0						
		Backpack	1	5 lb.			
	0 🐧	Blanket	1	3 lb.			
		Candle	10				
CPP (S)	_ 0 _	Rations (1 day)	2	4 lb.			
	WEIGHT CARRIED	Tinderbox	1	1 lb.			
	91.5 lb.	Waterskin	1	5 lb.			
	ENCUMBERED	Reliquary	1	2 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	195 lb.	Alms Box	1				
	PUSH/DRAG/LIFT	Block of Incense	2				
	390 lb.	Censer	1				
			EQUI	IPMENT			



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

orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

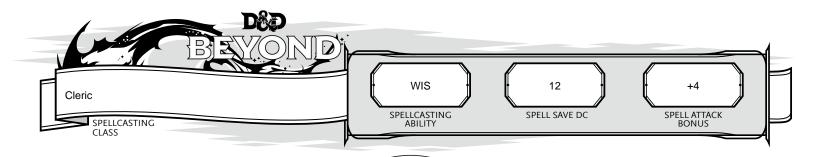
I'd rather eat my armor than admit when I'm wrong.

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 snaped. 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."

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

CHARACTER BACKSTORY ADDITIONAL NOTES



=== CANTRIPS ===	SOURCE (At Will)	SAVE/ATK	IIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O 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 ===								
O Sanctuary	Cleric	WIS 12	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O Shield of Faith <c></c>	Cleric		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O Detect Evil and Good <c></c>	Cleric		1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Magic [R] <c></c>	Cleric		1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease [R] <c></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
O Bane <c></c>	Cleric	CHA 12	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O Bless <c></c>	Cleric		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O Command	Cleric	WIS 12	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O Cure Wounds	Cleric		1A	Touch	V,S	Instantaneous	PHB 230	V/S
O Guiding Bolt	Cleric	+4	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O Healing Word	Cleric		1BA	60 ft.	V	Instantaneous	PHB 250	V
O Inflict Wounds	Cleric	+4	1A	Touch	V,S	Instantaneous	PHB 253	V/S
O Create or Destroy Water	Cleric		1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O 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></c>			1A	Touch	V,S,M	Concentration, up to 10 r	PHB 270	D: 10m, V/S/M