

Kila Evenwood

Character Name
Cleric 1
CLASS

Rachael Maitland

Player Name
Elf (Wood) / Humanoid
RACE

Athena, goddess
of wisdom and
civilization

Deity
Medium / 5 ft.
SIZE / FACE

None

Region

5' 2" / 107 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Darkvision (60 ft.)

VISION



1 (1)
Character Level (CR)

0 / 300

EXP/NEXT LEVEL

150

AGE

Female

GENDER

Amber

EYES

Dark Brown,
Short

HAIR

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	15		+2		
CON Constitution	8		-1		
INT Intelligence	12		+1		
WIS Wisdom	14		+2		
CHA Charisma	13		+1		

HP hit points	7													Walk 35 ft.			
AC armor class	16	18	18	= 16	+ 0	+ 2	+ 2	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	
INITIATIVE modifier	+2	=	+2	+ 0													
TOTAL		DEX MODIFIER	MISC MODIFIER														
MISS CHANCE		Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST													

Encumbrance	Light
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
STRENGTH 0	+0	+0	+0	+0	+0	+0	
DEXTERITY 0	+2	+0	+2	+0	+0	+0	
CONSTITUTION 0	-1	+0	-1	+0	+0	+0	
INTELLIGENCE 0	+1	+0	+1	+0	+0	+0	
WISDOM 0	+4	+0	+2	+0	+2	+0	
CHARISMA 0	+3	+0	+1	+0	+2	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+0	+0	+0	+0	+0	0	
RANGED attack bonus	+2	+0	+2	+0	+0	0	
GRAPPLE attack bonus	+0	+0	+0	+0	+0	+0	

*Mace	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	none/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+2		1d6			

Shortbow	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	none/x0	5 ft.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded leather		+14	+0	0	
*Shield		+4	+0	0	

TOTAL SKILLPOINTS: 0		SKILLS		MAX RANKS: 0/0	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Animal Handling	WIS	2	=	2	
✓ Arcana	INT	1	=	1	
✓ Athletics	STR	0	=	0	
✓ Deception	CHA	1	=	1	
✓ History	INT	1	=	1	
✓ Insight	WIS	4	=	2	+ 2
✓ Intimidation	CHA	1	=	1	
✓ Investigation	INT	1	=	1	
✓ Medicine	WIS	4	=	2	+ 2
✓ Nature	INT	1	=	1	
✓ Perception	WIS	4	=	2	+ 2
✓ Performance	CHA	1	=	1	
✓ Persuasion	CHA	3	=	1	+ 2
✓ Religion	INT	3	=	1	+ 2
✓ Sleight of Hand	DEX	2	=	2	
✓ Stealth	DEX	2	=	2	
✓ Survival	WIS	2	=	2	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Mace	Equipped	1	4 / 5
Studded leather	Equipped	1	13 / 45
Amulet	Equipped	1	1 / 5
Backpack	Equipped	1	5 / 2
Dungeoneer's Pack	Equipped	1	0 / 12
Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.			
Shield	Equipped	1	6 / 10
Shortbow	Carried	1	2 / 25
Waterskin	Carried	1	5 / 0.2
TOTAL WEIGHT CARRIED/VALUE		36 lbs.	104.2gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	50	Lift off ground	100
		Heavy	150
		Push / Drag	250

MONEY	
	Total= 0 gp

MAGIC

Languages
Common, Elvish

Other Companions

Special Qualities	
Ability Score Increase	[PH, p.23]
Your Dexterity score increases by 2.	
Ability Score Increase	[PH, p.24]
Your Wisdom score increases by 1.	
Acolyte Bond ~ 6	[PH]
I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.	
Acolyte Flaw ~ 5	[PH]
I am suspicious of strangers and expect the worst of them.	
Acolyte Ideal ~ 5	[PH]
Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)	
Acolyte Personality Trait ~ 5	[PH]
I quote (or misquote) sacred texts and proverbs in almost every situation.	
Acolyte	[PH]
Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp	
Blessings of Knowledge	[PH, p.59]
At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.	
Cantrips	[PH, p.]
At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.	
Darkvision	[PH, p.23]
Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.	
Divine Domain	[PH, p.]
Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. The Life domain is detailed at the end of the class description and provides examples of gods associated with it. See the Player's Handbook for details on all the domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.	
Elf Weapon Training	[PH, p.24]
You have proficiency with the longsword, shortsword, shortbow, and longbow.	
Feature: Shelter of the Faithful	[PH]
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your	

temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Fey Ancestry	[PH, p.23]
You have advantage on saving throws against being charmed, and magic can't put you to sleep.	
Fleet of Foot	[PH, p.24]
Your base walking speed increases to 35 feet.	
Keen Senses	[PH, p.23]
You have proficiency in the Perception skill.	
Languages	[PH, p.23]
You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.	
Mask of the Wild	[PH, p.24]
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.	
Spellcasting Ability	[PH, p.]
Spell Save DC 12, Spell Attack Modifier +4	
Trance	[PH, p.23]
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") 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.	

Proficiencies
Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike

Templates
Cleric
First Level

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	at will	2	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:0 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□Guidance	Divination	1 action	Concentration, up to 1 minute	Touch	PH:p.248

[V, S] TARGET: : *EFFECT*: You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

□□□□Light	Evocation	1 action	1 hour	Touch	PH:p.255
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[V, M (a firefly or phosphorescent moss)] TARGET: : *EFFECT*: You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

□□□□Thaumaturgy	Transmutation	1 action	Up to 1 minute	30 feet	PH:p.282
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[V] TARGET: : *EFFECT*: You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: # Your voice booms up to three times as loud as normal for 1 minute. # You cause flames to flicker, brighten, dim, or change color for 1 minute. # You cause harmless tremors in the ground for 1 minute. # You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. # You instantaneously cause an unlocked door or window to fly open or slam shut. # You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

LEVEL 1 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□Bane	Enchantment	1 action	Concentration, up to 1 minute	30 feet	PH:p.216

[V, S, M (a drop of blood)] TARGET: : *EFFECT*: Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

□□□□Bless	Enchantment	1 action	Concentration, up to 1 minute	30 feet	PH:p.219
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[V, S, M (a sprinkling of holy water)] TARGET: : *EFFECT*: You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

□□□□Command	Enchantment	1 action	1 round	60 feet	PH:p.223
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[V] TARGET: : *EFFECT*: You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

□□□□Create or Destroy Water	Transmutation	1 action	Instantaneous	30 feet	PH:p.229
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[V, S, M (a drop of water if creating water or a few grains of sand if destroying it)] TARGET: : *EFFECT*: You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

□□□□Cure Wounds	Evocation	1 action	Instantaneous	Touch	PH:p.230
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[V, S] TARGET: : *EFFECT*: A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

□□□□Detect Evil and Good	Divination	1 action	Concentration, up to 10 minutes	Self	PH:p.231
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[V, S] TARGET: : *EFFECT*: For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

□□□□Detect Magic	Divination (Ritual)	1 action	Concentration, up to 10 minutes	Self	PH:p.231
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[V, S] TARGET: : *EFFECT*: For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

□□□□Detect Poison and Disease	Divination (Ritual)	1 action	Concentration, up to 10 minutes	Self	PH:p.231
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[V, S, M (a yew leaf)] TARGET: : *EFFECT*: For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

□□□□Guiding Bolt	Evocation	1 action	1 round	120 feet	PH:p.248
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[V, S] TARGET: : *EFFECT*: A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

□□□□Healing Word	Evocation	1 bonus action	Instantaneous	60 feet	PH:p.250
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[V] TARGET: : *EFFECT*: A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

□□□□Inflict Wounds	Necromancy	1 action	Instantaneous	Touch	PH:p.253
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[V, S] TARGET: : *EFFECT*: Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

□□□□Protection from Evil and Good	Abjuration	1 action	Concentration up to 10 minutes	Touch	PH:p.270
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[V, S, M (holy water or powdered silver and iron, which the spell consumes)] TARGET: : *EFFECT*: Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

□□□□Purify Food and Drink	Transmutation (Ritual)	1 action	Instantaneous	10 feet	PH:p.270
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[V, S] TARGET: : *EFFECT*: All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐Sanctuary	Abjuration	1 bonus action	1 minute	30 feet	PH:p.272
[V, S, M (a small silver mirror)] TARGET: : <i>EFFECT</i> : You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.					
☐☐☐☐☐Shield of Faith	Abjuration	1 bonus action	Concentration, up to 10 minutes	60 feet	PH:p.275
[V, S, M (a small parchment with a bit of holy text written on it)] TARGET: : <i>EFFECT</i> : A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.					
* =Domain/Specialty Spell					

Kila Evenwood

Elf (Wood)

RACE

150

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 2"

HEIGHT

107 lbs.

WEIGHT

Amber

EYE COLOUR

Fair

SKIN COLOUR

Dark Brown, Short

HAIR / HAIR STYLE

PHOBIAS

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PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Athena, goddess of wisdom and civilization

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

