

Miri Evenwood (Cleric)

Character Name

Cleric 1

CLASS

1 (1)

0 / 300

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	11		+0		
CON Constitution	11		+0		
INT Intelligence	11		+0		
WIS Wisdom	11		+0		
CHA Charisma	11		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
STRENGTH ()	+0	= +0	+ +0	+ +0	+ +0	+ +0	
DEXTERITY ()	+0	= +0	+ +0	+ +0	+ +0	+ +0	
CONSTITUTION ()	+0	= +0	+ +0	+ +0	+ +0	+ +0	
INTELLIGENCE ()	+0	= +0	+ +0	+ +0	+ +0	+ +0	
WISDOM ()	+2	= +0	+ +0	+ +0	+ +2	+ +0	
CHARISMA ()	+2	= +0	+ +0	+ +0	+ +2	+ +0	

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

*Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+0	1d8				

Sling	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	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
*Ring mail		+14	+0	+0	0

Ashley

Player Name

Human / Humanoid

RACE

27

Female

AGE

GENDER

Apollo, god of light, music, and healing

Deity

Medium / 5 ft.

SIZE / FACE

Blue

EYES

None

Region

5' 2" / 122 lbs.

HEIGHT / WEIGHT

Brown

HAIR

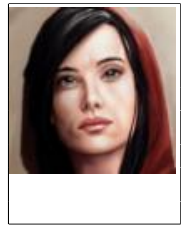
Neutral Good

Alignment

Normal

VISION

Points



HP hit points		8		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED Walk 30 ft.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																													
AC armor class		14		:	14		:	14		=	14		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+	0		+

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

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Warhammer	Equipped	1	2 / 15
Ring mail	Equipped	1	40 / 30
Stealth: Disadvantage			
Sling	Carried	1	0 / 0.1
TOTAL WEIGHT CARRIED/VALUE		42 lbs.	45.1gp

WEIGHT ALLOWANCE			
Light	55	Medium	110
Lift over head	55	Lift off ground	110
		Heavy	165
		Push / Drag	275

MONEY	
	Total= 0 gp

MAGIC

Languages
Common

Other Companions

Special Qualities	
Ability Score Increase	[PH, p.]
Your ability scores each increase by 1.	
Acolyte Bond ~ 4	[PH]
Everything I do is for the common people.	
Acolyte Flaw ~ 2	[PH]
I put too much trust in those who wield power within my temple's hierarchy.	
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 ~ 2	[PH]
I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.	
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	
Bonus Proficiency	[PH]
When you choose this domain at 1st level, you gain proficiency with heavy armor.	
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.	
Disciple of Life	[PH]
Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.	
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.	
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.	
Languages	[PH, p.]
You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure	

dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.	
Spellcasting Ability	[PH, p.]
Spell Save DC 10, Spell Attack Modifier +2	

Proficiencies
Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, 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
Resistance	Abjuration	1 action	Concentration, up to 1 minute	Touch	PH:p.272

[V, S, M (a miniature cloak)] **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 saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Sacred Flame	Evocation	1 action	Instantaneous	60 feet	PH:p.272
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[V, S] **TARGET:** : *EFFECT:* Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level [2d8], 11th level [3d8], and 17th level [4d8].

Spare the Dying	Necromancy	1 action	Instantaneous	Touch	PH:p.277
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[V, S] **TARGET:** : *EFFECT:* You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

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

Name	School	Time	Duration	Range	Source
Bless	Enchantment	1 action	Concentration, up to 1 minute	30 feet	PH:p.219

[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.

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.

Sanctuary	Abjuration	1 bonus action	1 minute	30 feet	PH:p.272
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[V, S, M (a small silver mirror)] **TARGET:** : *EFFECT:* You ward a creature within range against attack. Until the spell ends, any creature who targets the warder 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 warder from area effects, such as the explosion of a fireball. If the warder makes an attack or casts a spell that affects an enemy creature, this spell ends.

* =Domain/Specialty Spell

Miri Evenwood (Cleric)

Human

RACE

27

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 2"

HEIGHT

122 lbs.

WEIGHT

Blue

EYE COLOUR

White

SKIN COLOUR

Brown,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Apollo, god of light, music, and healing

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

