



DUNGEONS &amp; DRAGONS®

## Seraphina Dawnsworn

CHARACTER NAME

Cleric 2

CLASS &amp; LEVEL

Aasimar

RACE

Judge's Apprentice

BACKGROUND

M4RZ

PLAYER NAME

Lawful Good

ALIGNMENT

EXPERIENCE

STRENGTH	9
	-1

INSPIRATION	+2 PROFICIENCY BONUS
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DEXTERITY	7
	-2

CONSTITUTION	11
	+0

INTELLIGENCE	5
	-3

WISDOM	14
	+2

CHARISMA	12
	+1

SKILLS

O -1 Strength
O -2 Dexterity
O 0 Constitution
O -3 Intelligence
● +4 Wisdom
● +3 Charisma

SAVING THROWS
O -2 Acrobatics (Dex)
O +2 Animal Handling (Wis)
O -3 Arcana (Int)
O -1 Athletics (Str)
O +1 Deception (Cha)
● -1 History (Int)
● +4 Insight (Wis)
O +1 Intimidation (Cha)
● -1 Investigation (Int)
● +4 Medicine (Wis)
O -3 Nature (Int)
O +2 Perception (Wis)
O +1 Performance (Cha)
● +3 Persuasion (Cha)
● -1 Religion (Int)
O -2 Sleight of Hand (Dex)
O -2 Stealth (Dex)
O +2 Survival (Wis)

NAME	ATK BONUS	DAMAGE/TYPE
Mace	0	1d6 b
Crossbow	0	1d8 p

RADIANT JUSTICE MACE
CROSSBOW, 30 BOLTS

ARMOR:
• Scale Mail
• Radiant Defender Shield

ATTACKS & SPELLCASTING
12 PASSIVE WISDOM (PERCEPTION)

Languages:
Common, Celestial, Abyssal
Armor:
Light Armor, Medium Armor, Shields
Weapons:

Simple Weapons

Tools:

Calligrapher's Supplies

OTHER PROFICIENCIES & LANGUAGES
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EQUIPMENT

FEATURES &amp; TRAITS

EXPERIENCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

AASIMAR TRAITS

• Darkvision

• Celestial Resistance

• Healing Hands

• Light Bearer

• Radiant Soul

JUDGE'S APPRENTICE

• Legal Acumen

CLERIC

• Divine Domain (Law)

• Channel Divinity



# Seraphina Dawnsworn

CHARACTER NAME

32

AGE

5'10

HEIGHT

140 lbs

WEIGHT

Celestial Blue

EYES

Porcelain

SKIN

Red Crimson

HAIR



Seraphina Dawnsworn, an Aasimar Cleric, has red hair, celestial blue eyes, and elegant white angelic wings. Her porcelain skin glows faintly, reflecting her divine heritage. Her presence exudes celestial authority and compassion, inspiring respect and admiration.

CHARACTER APPEARANCE

In the radiant splendor of the celestial realm, Seraphina Dawnsworn was born amidst the whispers of the celestial beings who served as guardians of justice and order. As an Aasimar born into the line of Fatebinders, her destiny was intricately woven with the cosmic tapestry of the multiverse.

Her true journey began when she was chosen as an apprentice to a wise and venerable judge of the celestial courts. Under her mentor's guidance, Seraphina immersed herself in the complexities of cosmic law, traversing the myriad planes and witnessing the diverse cultures and civilizations that populated the multiverse.

One fateful day, as she meditated in the Radiant Citadel's inner sanctum, she was chosen by the divine forces to become a Fatebinder, a cosmic agent of justice bound by a celestial contract. Whether it was fate or her own noble actions that led her to this path, Seraphina accepted the calling with humility and determination.

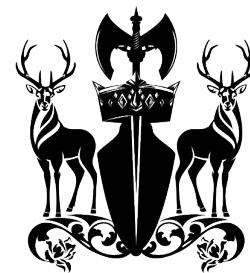
CHARACTER BACKGROUND

The Law Divine Order is an ancient and sacred organization, forged in the celestial splendor of the multiverse. Comprised of celestial beings and devoted servants of cosmic justice, they serve as the vigilant enforcers of order and righteousness across diverse realms.

Embracing the principles of impartiality and compassion, the Law Divine Order stands as the law's hand, ensuring justice is served and disputes are settled with wisdom and fairness. Their emissaries, known as Fatebinders, are chosen or appointed from various backgrounds, united by their unwavering commitment to upholding the sacred contract that binds them.

NAME

Law Divine Order



SYMBOL

ALLIES &amp; ORGANIZATIONS

Seraphina's celestial lineage grants her innate knowledge and understanding of the multiverse. She has a natural affinity for discerning the cosmic significance of events and interpreting the signs sent by celestial entities. This insight allows her to occasionally receive visions or prophetic dreams, guiding her on her journey and uncovering hidden truths.

Seraphina emits a gentle aura of celestial light, which comforts those around her and dispels darkness and fear. The aura is an extension of her innate goodness and reflects her role as a bringer of justice and hope.

Seraphina possesses a profound empathy for all living beings, allowing her to sense their emotions and intentions. This innate connection grants her insight into the motivations and feelings of others, making her an exceptional mediator and diplomat. Seraphina's presence exudes an aura of divine serenity, bringing a sense of calm to those around her. In moments of turmoil or distress, her soothing presence grants advantage on Wisdom (Insight) checks when attempting to understand and calm agitated individuals.

ADDITIONAL FEATURES &amp; TRAITS

- Celestial Medallion:** A radiant medallion bestowed upon Seraphina during her initiation as a Fatebinder. The medallion glows softly with celestial light and grants her a sense of purpose and confidence in her cosmic duties.
- Ancestral Amulet:** An amulet passed down through her celestial lineage. The amulet holds a small fragment of a star, symbolizing her celestial heritage and serving as a focus for her divine spells.
- Celestial Quill and Scroll:** A divine quill and scroll set, gifted to Seraphina by an elder celestial being. When she writes with the quill, the scroll records her words in celestial script, preserving her wisdom and experiences for future generations.
- Halo of Guidance:** A radiant halo that appears above Seraphina's head when she is in moments of deep contemplation or decision-making. The halo provides a sense of reassurance and guidance, allowing her to reroll one ability check or saving throw per long rest.

TREASURE



# Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

## 0 CANTRIPS

Light (V, M)

Sacred Flame (V, S)

Guidance (V, S)

Friends (S, M)

SLOTS TOTAL

SLOTS EXPENDED

1 2

Bless (V, S, M)

Cure Wounds (V, S)

Guiding Bolt (V, S)

Shield of Faith (V, S, M)

Command (V)

Protection from Good and Evil (V, S, M)

3

4

6

7

8

9

# FEATURES, MAGIC ITEMS AND SPELLS

## AASIMAR TRAITS

### DARKVISION

Blessed with a radiant soul, your vision can easily cut through darkness. 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.

### CELESTIAL RESISTANCE

You have resistance to necrotic damage and radiant damage.

### HEALING HANDS

As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

### LIGHT BEARER

You know the Light cantrip.

### RADIANT SOUL (PROTECTOR AASIMAR)

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. Once you use this trait, you can't use it again until you finish a long rest.

## JUDGE'S APPRENTICE

### LEGAL ACUMEN

As a Judge's Apprentice, you have spent significant time learning the intricacies of cosmic law and the legal systems of various planes. You gain a +2 bonus to all Intelligence (Investigation) checks related to legal matters, understanding contracts, and interpreting local laws and customs. In addition, your insight into the human condition and motivations grants you a +2 bonus to Wisdom (Insight) checks when dealing with individuals entangled in legal disputes.

## CLERIC

### DIVINE DOMAIN (LAW)

As a cleric of law you are charged with upholding your god's divine mandates. Whether its bringing in suspects for questioning or passing judgement right there on the streets, the Law domain cleric seeks out violators of divine justice and seeks to punish them. You are bound by this same code and must adhere to it. You know the will of your god and their laws and concepts of justice. As such many Law domain Clerics are hired by local governments to act as law enforcement or even bounty hunters.

### EXPANDED SPELL LIST

#### LAW DOMAIN SPELLS

Cleric Level	Spells
1st	Command, Protection from Evil and Good
3rd	Arcane Lock, Zone of Truth
5th	Beacon of Hope, Counterspell
7th	Banishment, Private Sanctum
9th	Dominate Person, Geas

### A LAWFUL FRIEND

When you choose this domain at 1st level, you gain the Friends cantrip if you don't already know it. You also gain proficiency in the History and Persuasion skills, and one additional language of your choice.

### CHANNEL DIVINITY: BRINGER OF LAW

Starting at 2nd level you can use your Channel Divinity to cast one of the spells from the expanded spell list of this subclass that you have access to based on your level. Casting one of these spells using Bringer of Law does not consume a spell slot, but is done at their base spell level only. Spells cast using Bringer of Law cannot be dispelled with counterspell or dispel magic, but are still subject to effects that prevent the use of magic, such as antimagic field.

### CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then

finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rest, and beginning at 18th level, you can it three times between rests. When you finish a short or long rest, you regain your expended uses.

### CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## SPELLS

### CANTRIPS

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#### LIGHT

*Evocation Cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, M (a firefly or phosphorescent moos)

**Duration:** 1 hour

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.

#### SACRED FLAME

*Evocation Cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V,S

**Duration:** Instantaneous

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.

#### GUIDANCE

*Divination Cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, Up to 1 minute

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.

#### MENDING

*Transmutation Cantrip*

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** V, S, M (2 Lodestones)

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

#### FRIENDS

*Cantrip Enchantment*

**Casting Time:** 1 Action

**Range:** Self

**Components:** S, M (a small amount of make-up applied to the face as this spell is cast)

**Duration:** Concentration, Up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

## LEVEL 1

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#### BLESS

*1st Level Enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M (A sprinkling of holy water)

**Duration:** Concentration, Up to 1 minute

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.

**CURE WOUNDS***1st Level Evocation***Casting Time:** 1 Action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

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.

**GUIDING BOLT***1st Level Evocation***Casting Time:** 1 Action**Range:** 120 feet**Components:** V, S**Duration:** 1 Round

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.

**SHIELD OF FAITH***1st Level Abjuration***Casting Time:** 1 Bonus Action**Range:** 60 feet**Components:** V, S, M (A small parchment with a bit of holy text written on it)**Duration:** Concentration, Up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

**COMMAND***1st Level Enchantment***Casting Time:** 1 Action**Range:** 60 feet**Components:** V**Duration:** 1 Round

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 GM 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.

**PROTECTION FROM EVIL AND GOOD***1st Level Abjuration***Casting Time:** 1 Action**Range:** Touch**Components:** V, S, M (Holy water or powdered silver and iron, which the spell consumes)**Duration:** Concentration, Up to 10 minutes

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.