

ATTACKS & SPELLCASTING

Darkvision. 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.

Unarmored Defense. While you are wearing no armor and not wielding a shield, your AC equals 17.

Martial Arts. Your unarmed strike does 1d4+4 damage. You can use Strength or Dexterity for these attacks. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

FEATURES & TRAITS

Armor Proficiencies. –

Weapon Proficiencies. Simple Weapons,

hortsword

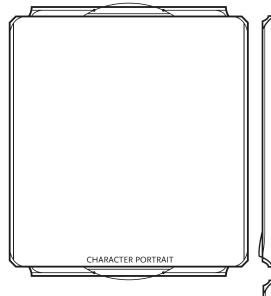
Tool Proficiencies. Cook's utensils

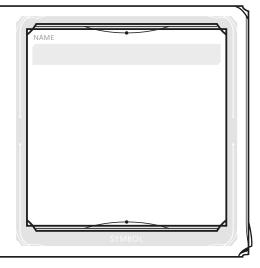
Languages. Common, Elvish, Draconic

PROFICIENCIES & LANGUAGES



Male	17	182 cm	80 kg
GENDER	AGE	HEIGHT	WEIGHT
Black	Fair		Bald
EYES	SKIN		HAIR





ALLIES & ORGANIZATIONS

I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEAL

I owe my life to the priest who took me in when my parents died.

BOND

I judge others harshly, and myself even more severely.

FLAW

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being, and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

BACKGROUND STORY

Shelter of the Faithful

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.

BACKGROUND FEATURE

A brass orb etched with strange runes

TRINKET

ADDITIONAL FEATURES

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INVENTORY — ADVENTURING	G GE	AR, A	MS, ARMOR, AND OTHER EQUIPMENT		
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