

Sabine of the Mandrille

CHARACTER NAME

Cleric (Forge)

CLASS & LEVEL

Human

RACE

Artisan

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+3

16

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ -1 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☒ +5 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex) (Disadv.)
- ☐ +3 Survival (Wis)

SKILLS

18

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 17 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES



NAME ATK BONUS DAMAGE/TYPE

Warhammer +5 d8+3

Sacred Flame: One target that you can see within 60 feet must make a DC13 Dexterity saving throw or take 1d8 radiant damage.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Dwarvish

Tools:

- Smith's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

Warhammer

SP

Chain Mail
Shield (Holy Symbol)

CP

Priest's Pack:

- Backpack
- Blanket
- 10 candles
- Tinderbox
- Alms Box
- 2 blocks of incense
- Censer
- Vestments

CP

CP

EQUIPMENT

Heavy Armor Master: Nonmagical piercing, bludgeoning, and slashing damage is reduced by 3.

Blessing of the Forge: At the end of a long rest, you may imbue one weapon, set of armor, or shield with a +1 bonus.

☐ Channel Divinity (Recharge on short rest.)

-- Turn Undead: As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead within 30 feet of you must make a Wisdom saving throw or be turned for one 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 into 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.

-- Artisan's Blessing: As a 1 hour ritual, you can forge up to 100gp worth of metal into a nonmagical object of the same value.

Cantrips:

-- Guidance: You touch one creature. The target can add an additional 1d4 to the next ability check it makes within the next minute.

-- Mending: As a 1 minute ritual, you repair a single break or tear in a nonmagical object.

FEATURES & TRAITS

Cleric

SPELLCASTING
CLASS

Wis (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Mending
Sacred Flame

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

☐ Bless
☐ Guiding Bolt
☐ Healing Word
☐ Identify
☐ Inflict Wounds
☐ Searing Smite
☐ Shield of Faith

2

2

☐ Heat Metal
☐ Lesser Restoration
☐ Magic Weapon
☐ Spiritual Weapon

BLESS

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

Bless up to 3 creatures. Whenever they make an attack roll or saving throw, they can add 1d4 to their d20 roll.

GUIDING BOLT

Casting Time: 1 action

Range: 120 feet

Make a ranged spell attack against the target. On a hit, target takes 4d6 radiant damage, and the next attack made against the target before the end of your next turn has advantage.

HEALING WORD

Casting Time: 1 bonus action

Range: 60 feet

Target regains hit points equal to 1d4 + your spellcasting ability modifier.

IDENTIFY

Casting Time: 1 minute

Range: Touch

You learn the properties of one item.

INFLECT WOUNDS

Casting Time: 1 action

Range: Touch

Make a melee spell attack against a creature. On a hit, the target takes 3d10 necrotic damage.

SEARING SMITE

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, 1 minute

The next time you hit a creature with a melee weapon attack, it deals an extra 1d6 fire damage and causes the target to ignite in flames. At the start of each of its turns, the target must make a Constitution saving throw or take 1d6 fire damage. The spell ends on a successful save or if the creature or an ally uses an action to douse the flames.

SHIELD OF FAITH

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, 10 minutes

One creature of your choice gains +2 AC.

HEAT METAL

Casting Time: 1 action

Range: 60ft

Duration: Concentration, 1 minute

You cause one metal object within range to glow red hot. Any creature in contact with the object takes 2d8 damage when you cast the spell. On future turns, you can use your bonus action to cause this damage again. A creature holding the object must succeed on a DC13 Con save after taking damage from it or drop the item. If it doesn't drop the item, it has disadvantage on attack rolls and ability checks until the start of your next turn.

LESSER RESTORATION

Casting Time: 1 action

Range: Touch

You end one condition affecting the target (blinded, deafened, paralyzed, or poisoned.)

MAGIC WEAPON

Casting Time: 1 bonus action

Range: Tough

Duration: Concentration, 1 hour

One weapon you touch gains +1 bonus to attack and damage rolls.

SPIRITUAL WEAPON

Casting Time: 1 bonus action

Range: 60 feet

Duration: 1 minute

You create a floating, spectral weapon. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your next turns, you can move the weapon up to 20 feet and repeat the attack.