

Mari Stillbend

CHARACTER NAME

Cleric (Grave)

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

0

10

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

17

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 15 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

d4+2

Toll the Dead: 60ft, DC13 Wis saving throw. 1d8 necrotic damage, or 1d12 if the target is already missing any of its hit points.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages

-- Common
-- Celestial

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

CP

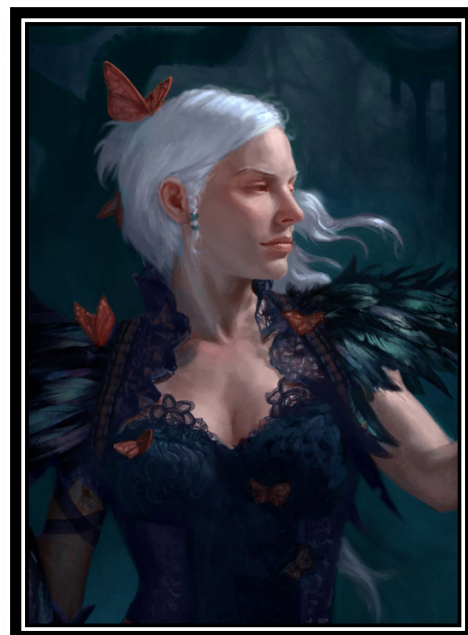
Chain Shirt
Shield

2 daggers

Priest's Pack:

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

EQUIPMENT



Circle of Mortality: When you cast a healing spell on a creature at 0 hit points, the dice rolls are maximized.

☐☐☐ Eyes of the Grave: You know the location of any undead within 60 feet that is not behind total cover. Recharges on long rest.

☐ 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.

-- Path to the Grave: As an action, choose one creature within 30 feet. That creature has vulnerability to the next attack that hits it.

FEATURES & TRAITS

Cleric

SPELLCASTING
CLASS

Wisdom (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Light

Mending

Spare the Dying

Toll the Dead

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

☐ Bane

☐ Cure Wounds

☐ False Life

☐ Guiding Bolt

☐ Healing Word

☐ Inflict Wounds

☐ Shield of Faith

☐

☐

☐

☐

☐

2

2

☐ Blindness/Deafness

☐ Silence

☐

☐

☐

☐

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☐

BANE

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, 1 minute

Up to 3 creatures must make DC13 Cha saving throws. If they fail, they must subtract 1d4 from each attack roll or saving throw they make before the spell end.

CURE WOUNDS

Casting Time: 1 action

Range: Touch

Target regains hit points equal to 1d8+3

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+3.

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.

LIGHT

Casting Time: 1 action

Range: Touch

One object that you touch glows with bright light.

MENDING

Casting Time: 1 minute

Range: Touch

You magically repair one break or tear in a nonmagical object. The defect must be no larger than 1 foot in any dimension.

SPARE THE DYING

Casting Time: 1 bonus action.

Range: 30ft

You stabilize one creature at 0 hit points.

SHIELD OF FAITH

Casting Time: 1 bonus action

Range: 60 feet

Duration: Concentration, 10 minutes

One creature of your choice gains +2 AC.

BLINDNESS/DEAFNESS

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

One creature within range must succeed on a DC13 Con saving throw or be blinded or deafened (your choice). At the end of each of its turns the target can repeat the saving throw, ending the effect on a success.

SILENCE

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, 10 minutes

For the duration, no sound can be created within or pass through a 20-foot radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage. Casting a spell that requires verbal components is impossible inside the sphere.