



## Wamuu\_Menedich's Character

CHARACTER NAME

Cleric 3  
CLASS & LEVEL

Half-Orc  
SPECIES

Sage  
BACKGROUND

Wamuu\_Menedich  
PLAYER NAME

(Milestone)

EXPERIENCE POINTS

### STRENGTH

16

+3

### DEXTERITY

10

+0

### CONSTITUTION

12

+1

### INTELLIGENCE

13

+1

### WISDOM

16

+3

### CHARISMA

8

-1

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

Saving Throw Modifiers

### SAVING THROWS

- ☐ +0 Acrobatics DEX
- ☒ +5 Animal Handling WIS
- ☒ +3 Arcana INT
- ☐ +3 Athletics STR
- ☐ -1 Deception CHA
- ☒ +3 History INT
- ☐ +3 Insight WIS
- ☐ -1 Intimidation CHA
- ☐ +1 Investigation INT
- ☒ +5 Medicine WIS
- ☐ +1 Nature INT
- ☐ +3 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☒ +3 Religion INT
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX
- ☐ +3 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

### SKILLS

+0

INITIATIVE

### ARMOR

10

CLASS

### DEFENSES

### HEROIC INSPIRATION

+2

### PROFICIENCY BONUS

### ABILITY SAVE DC

30 ft. (Walking)

### SPEED

Max HP

Current HP

Temp HP

21

--

### HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES ☐ ☐ ☐ ☐

FAILURES ☐ ☐ ☐ ☐

DEATH SAVES

### === ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

### === WEAPONS ===

Martial Weapons, Simple Weapons

### === LANGUAGES ===

Abyssal, Celestial, Common Sign Language, Elvish

### PROFICIENCIES & TRAINING

### === ACTIONS ===

#### Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

#### Channel Divinity • 2 / Long Rest

You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class's Channel Divinity, you can choose which effect to create. You can use this class's Channel Divinity 2 times per Long Rest, but can regain one expended use after finishing a Short Rest.

### === SPECIAL ===

#### Relentless Endurance • 1 / Long Rest

When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

### ACTIONS

13

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 60 ft.

### SENSES

NAME

HIT

DAMAGE/TYPE

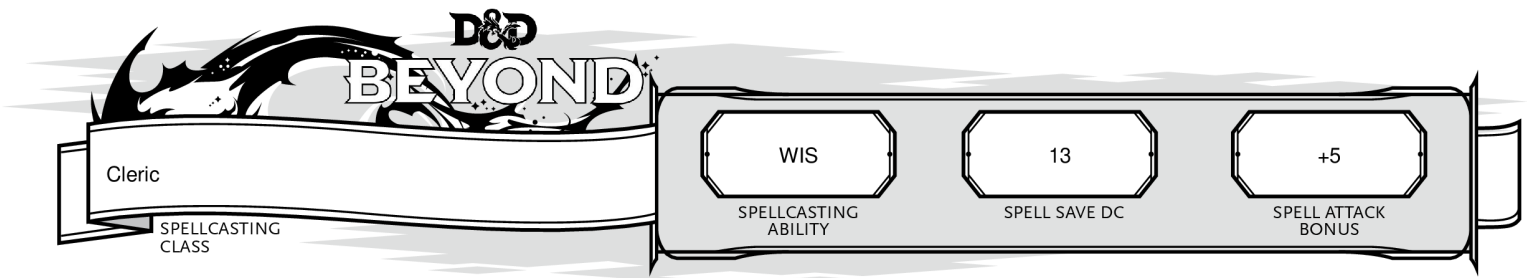
NOTES

Unarmed Strike

+5

4 Bludgeoning

### WEAPON ATTACKS & CANTRIPS



PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===	4 Slots OOOO							
P Bless	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 247	D: 1m, V/S/M
P Cure Wounds	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	free-rules 259	V/S
=== 2nd LEVEL ===	2 Slots OO							
P Aid	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	8 hours	free-rules 239	D: 8h, V/S/M
P Lesser Restoration	Cleric (Always Prepared)	--	1BA	Touch	V,S	Instantaneous	free-rules 291	V/S

## SPELLS