

# Tidal Bringer (Tide)

CHARACTER NAME

Cleric (Grave) [3]

CLASS & LEVEL

Sailor

BACKGROUND

Phoebe

PLAYER NAME

Genasi (Water)

RACE

Chaotic Neutral

ALIGNMENT

1000

EXPERIENCE POINTS

STRENGTH

17

3

DEXTERITY

16

3

CONSTITUTION

18

4

INTELLIGENCE

13

1

WISDOM

19

4

CHARISMA

15

2

1

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 3 Strength
- ☐ 3 Dexterity
- ☐ 4 Constitution
- ☐ 1 Intelligence
- ☒ 6 Wisdom
- ☒ 4 Charisma

SAVING THROWS

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

SKILLS

17

ARMOR CLASS

3

INITIATIVE

30'

SPEED

Hit Point Maximum 35

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I stretch the truth for the sake of a good story  
I like a job well done - especially if I can get someone else to do it.

PERSONALITY TRAITS

Freedom. The sea is freedom - the freedom to go anywhere and do anything.

IDEALS

I was cheated out of my fair share of the profits and I want to get my due.

BONDS

I can't help but pocket loose coins and trinkets that I come across

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
War Hammer (V)	5	1d8/1d10 +3 B
Crossbow	5	1d8 +3 P

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Light & medium armour  
Simple & martial weapons  
Common & Primordial  
Navigators tools  
Vehicles (water)

OTHER PROFICIENCIES & LANGUAGES

CP	0	War Hammer
SP	0	Scale Mail
EP	0	Crossbow
GP	10	20 Bolts
PP	0	Healers Kit
		Belaying Pin
		50' Silk rope
		Lucky Charm
		Common Clothes

EQUIPMENT

HP Rolls: 8,7,8  
Disadv. on Stealth (Scale Mail)

Acid Resistance  
Amphibious  
Swim - 30'  
Call to the Wave: You know the Shape Water cantrip  
You can cast Create or Destroy Water once between long rests

Channel Divinity (1/long rest):  
- Turn Undead 30'R  
- Path to the Grave. Curse one creature within 30', it is vulnerable to the next attack it is hit by within 1 turn  
Circle of Mortality: Healing spells you cast on creatures on 0 HP do maximum healing  
Eyes of the Grave: 1/long rest, detect undead within 60'

FEATURES & TRAITS



# Tidal Bringer (Tide)

CHARACTER NAME

21

AGE

5' 10"

HEIGHT

77kg (170 lbs)

WEIGHT

Indigo

EYES

Aqua

SKIN

Blue

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

# Cleric

SPELLCASTING  
CLASS

Wisdom

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK  
BONUS

0

CANTRIPS

Shape Water

+3 more

3

0

6

0

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Prepare 7 spells of 1st & 2nd level

4

0

7

0

4

0

8

0

2

2

5

0

9

0

SPELLS KNOWN



## Tidal Bringer (Tide)

CHARACTER NAME \_\_\_\_\_

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

### Backpack



### Flap Pouch

### Small Pocket 1

### Small Pocket 2

### Small Pocket 3

### Small Pocket 4

### Middle Pouch

Bed Roll	1
Rope	
Ammo	
Torches	

### Treasure Purse

Copper = 0

Silver = 0

Electrum = 0

Gold = 0

Platinum = 0

### Additional Treasure

### Main Pouch