

Father Brown

CHARACTER NAME

Cleric (Life Domain) [3] Hermit - Cloistered Zoe Butof
 CLASS & LEVEL BACKGROUND PLAYER NAME
 Human Neutral Good
 RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

12

1

CONSTITUTION

14

2

INTELLIGENCE

14

2

WISDOM

17

3

CHARISMA

8

-1

1

INSPIRATION

2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

19

ARMOR CLASS

3

INITIATIVE

30'

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I was partaking of communal living within a religious order.
 My teacher had something wise to say on every topic, I am eager to share that wisdom.

PERSONALITY TRAITS

Greater Good. My gifts are meant to be shared with all, not used for my own benefit.

IDEALS

Nothing is more important than the other members of my hermitage, order, or association.

BONDS

Now that I've returned to the world, I enjoy its delights a little too much.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Mace	+1	1d6-1
S.Flame	Dex Sv	1d8

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Celestial & Sylvan

OTHER PROFICIENCIES & LANGUAGES



Chainmail armour (disadv vs stealth)
 Shield (+2AC, Holy Symbol)
 Mace
 Healers Kit

EQUIPMENT

---Racial---

Race - Human

*Ability Score - Wisdom +2

*Size - Medium

*Skill - Perception(Wis)

*Feat - Healer. Healer's Kits give 1 Hit Point to creatures you stabilize and as an Action you may use a Healer's Kit to restore 1d6+4 Hit Points to a creature plus additional Hit Points equal to their maximum Hit Dice number; once a creature receives restoration by this method they may not do so again until after a Short Rest.

*Languages - Common and Celestial

---Class---

Class - Cleric

*Hit Dice - 1d8

*Armor - Light, Medium and Shields

*Weapons - Simple

*Saving Throws - Wisdom and Charisma

*Skills - Insight(Wis) and History(Int)

*Starting Wealth - 200GP(5d4x10)

*Prepared Spells(4)

*Ritual Casting - you may cast any Prepared Spell with the 'Ritual' tag as a Ritual without expending a Spell Slot, an additional 10 minutes are required to do so.

Channel Divinity: 2/day

Turn Undead

Heal 15hp 30'R

---Archetype---

Archetype - Life Domain

*Deity - Ilmater

*Armor - Heavy

*Disciple of Life - whenever you cast a Healing spell of 1st level or higher, targets gain additional Hit Points equal to 2 plus the spells level.

FEATURES & TRAITS



Father Brown

CHARACTER NAME

21
AGE

5' 10"
HEIGHT

75kg
WEIGHT

Brown
EYES

Fair
SKIN

Brown
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Hermit

*Skills - Medicine(Wis) and Religion(Int)

*Tools - Herbalism Kit

*Language - Sylvan

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Cleric

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK
BONUS

0

CANTRIPS

Light: 20+20'R, 1 hour

Sacred Flame: 1d8, Dex save

Spare the Dying: Stabilize

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Bane: -1d4 to next roll, 3 creatures, Cha save
- ☐ Bless: +1d4 to next roll, 3 creatures
- ☐ Cure Wounds: heal 1d8+Wis bonus
- ☐ Detect Evil and Good: 30'R, 10 min
- ☐ Detect Magic: 30'R, 10 min
- ☐ Detect Poison and Disease: 30'R, 10 min
- ☐ Guiding Bolt: 4d6, adv on next attack
- ☐ Healing Word: Bonus, 1d4+Wis bonus
- ☐ Inflict Wounds: 3d10 necrotic
- ☐ Sanctuary: Wis save to attack
- ☐
- ☐

2

2

- ☐ Lesser Restoration: cure one disease or condition
- ☐ Spiritual Weapon: Floating sword, 1 min
- ☐ Aid: +5HP to 3 people, 8 hours
- ☐ Gentle Repose: 10 days
- ☐ Hold Person: Wis save, 1 min
- ☐ Prayer of Healing: 30'R, 6 creatures, heals 2d8+Wis HP
- ☐ Silence: 20'R
- ☐ Warding Bond: +1 to AC * saves, resistance to all dmg, you take same dmg, 1 hour.
- ☐
- ☐

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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	50 feet
Ammo	
Torches	

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

A scroll case stuffed full of notes from your studies or prayers

A winter blanket

A set of common clothes

A herbalism kit

Chainmail

Shield

Mace

Holy Symbol(painted on shield)

Priests Pack

10 candles

Tinderbox

Alms Box

2 blocks incense

Censer

Vestments

2 days rations

Waterskin

2xHealer's Kits

Main Pouch