

## Sanih

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

Lawful Neutral

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+0

11

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+3

16

CHARISMA

+1

13

0

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ -1 History (Int)
- ☒ +5 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

18

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am always polite and respectful.

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority.

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I obey the law even if the law causes misery.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Mace

+4

1d6+2/b

Light crossl

+2

1d8/p

Armor: Chain Mail

Shield: Shield

Mace: (Action, one-handed melee weapon) Hit: 1d20 + 4 (Proficiency bonus + Strength modifier = 2 + 2 = 4)

Damage: 1d6 + 2 (Strength modifier = 2)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Tool proficiency - dice set, Tool proficiency - Vehicles (Land), light armor, medium armor, shields, all simple weapons, heavy armor.

Languages:

Celestial, Infernal, Common

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

20

EP

0

GP

8

PP

0

Mace, Chain mail, Light crossbow, 20 Bolts, Shield, Holy symbol (Eldath), Priest's pack, Insignia of rank, Piece of a banner (Trophy from fallen enemy), Set of bone dice, Set of common clothes, Pouch with coins

EQUIPMENT


(See Features Page)

--Disciple of Life

--Military Rank

Sanih is born and raised in Calimport. She has served in temple of Waukeen and as healer in local army. She hopes to earn good amount of money as adventurer. Hook: She heard the house of mercenaries are willing to pay 1000gp for the capture (dead or alive) of "One-eye" the pirate.

FEATURES & TRAITS



# Cleric 1

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Guidance (V,S) (C)
- Light (V,M)
- Mending (V,S,M)
- Resistance (V,S,M) (C)
- Sacred Flame (V,S)
- Spare The Dying (V,S)
- Thaumaturgy (V)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

- PREPARED
- SPELL NAME
- ☐ Bane (V,S,M) (C)
  - ☒ Bless (V,S,M) (C)
  - ☐ Command (V)
  - ☐ Create Or Destroy Water (V,S,M)
  - ☒ Cure Wounds (V,S)
  - ☐ Detect Evil And Good (V,S) (C)
  - ☐ Detect Magic (V,S) (R, C)
  - ☐ Detect Poison And Disease (V,S,M) (C)
  - ☐ Guiding Bolt (V,S)
  - ☐ Healing Word (V)
  - ☐ Inflict Wounds (V,S)
  - ☐ Protection From Evil And Good (V,S,M) (C)

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# Features and Magic Items

Sanih

## Subclasses

### Subclass: Life Domain

The Life domain focuses on the vibrant positive energy-one of the fundamental forces of the universe- that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

## Features

### Disciple of Life

**Source:** Cleric (Life Domain)

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level

### Military Rank

**Source:** Background (Soldier)

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

## Magic Items

# Spell Descriptions

## Sanih

### Bane

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 30 feet

**Components:** V, S, M (A drop of blood)

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### Bless

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 30 feet

**Components:** V, S, M (A sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### Command

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 60 feet

**Components:** V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. Approach The target moves toward you by the shortest and most direct route,

ending its turn if it moves within 5 feet of you. Drop The target drops whatever it is holding and then ends its turn.

Flee The target spends its turn moving away from you by the fastest available means. Grovel The target falls prone and then ends its turn. Halt The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them

### Create Or Destroy Water

*Transmutation Level 1*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 30 feet

**Components:** V, S, M (A drop of water if creating water or a few grains of sand if destroying it)

You either create or destroy water.

Create Water You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

### Cure Wounds

*Evocation Level 1*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

## Detect Evil And Good

*Divination Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** Self

**Components:** V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Magic

*Divination Level 1 (ritual, concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** Self

**Components:** V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Poison And Disease

*Divination Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** Self

**Components:** V, S, M (A yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Guidance

*Divination Cantrip (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Touch

**Components:** V, S

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to

one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

## Guiding Bolt

*Evocation Level 1*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 120 feet

**Components:** V, S

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## Healing Word

*Evocation Level 1*

**Casting Time:** 1 bonus action

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

## Inflict Wounds

*Necromancy Level 1*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S

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

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## Light

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** Touch

**Components:** V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

## Mending

*Transmutation Cantrip*

**Casting Time:** 1 minute

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S, M (Two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Protection From Evil And Good

*Abjuration Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** Touch

**Components:** V, S, M (Holy water or powdered silver and iron, which the spell consumes)

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

## Purify Food And Drink

*Transmutation Level 1 (ritual)*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 10 feet

**Components:** V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

## Resistance

*Abjuration Cantrip (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Touch

**Components:** V, S, M (A miniature cloak)

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after the saving throw. The spell then ends.

## Sacred Flame

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Sanctuary

*Abjuration Level 1*

**Casting Time:** 1 bonus action

**Duration:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (A small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

## Shield Of Faith

*Abjuration Level 1 (concentration)*

**Casting Time:** 1 bonus action

**Duration:** Concentration, up to 10 minutes

**Range:** 60 feet

**Components:** V, S, M (A small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## Spare The Dying

*Necromancy Cantrip*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

## Thaumaturgy

*Transmutation Cantrip*

**Casting Time:** 1 action

**Duration:** Up to 1 minute

**Range:** 30 feet

**Components:** V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

*Your voice booms up to three times as loud as normal for 1 minute.* You cause flames to flicker, brighten, dim, or change color for 1 minute. *You cause harmless tremors in the ground for 1 minute.* You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. *You instantaneously cause an unlocked door or window to fly open or slam shut.* You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.