

## Zeed

CHARACTER NAME

Cleric 4

CLASS & LEVEL

Aarakocra

RACE

Sage

BACKGROUND

Chaotic good

ALIGNMENT

Tarraneh

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+4

18

CONSTITUTION

+1

12

INTELLIGENCE

-1

8

WISDOM

+1

12

CHARISMA

+0

11

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +4 Dexterity
- ☐ +1 Constitution
- ☐ -1 Intelligence
- ☒ +3 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☐ +4 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☒ +2 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +4 Sleight of Hand (Dex)
- ☐ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

17

ARMOR CLASS

+4

INITIATIVE

25 (50 fly)

SPEED

Hit Point Maximum 23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Help others

PERSONALITY TRAITS

Self Improvement

IDEALS

BONDS

Speak without thinking

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Talons

+3

1d4+1/s

Warhammer

+3

1d8+1/b

Light crossb

+6

1d8+4/p

Armor: Leather Armor

Shield: Shield

Bolts: d12

+2 Bolts: d6

(AC = 14 if using crossbow - no shield)

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons, martial weapons, heavy armor.

Languages:

Common, Aarakocra, Auran, Giant, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Eyes of Charming, Priests' pack, amulet, DA Coin

EQUIPMENT

FEATURES & TRAITS

Cleric 4

WIS

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Guidance (V,S) (C)
- Resistance (V,S,M) (C)
- Spare the Dying (V,S)
- Thaumaturgy (V)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED

SPELL NAME
- ☒ Cure Wounds (V,S)
  - ☒ Fog Cloud (V,S) (C)
  - ☒ Guiding Bolt (V,S)
  - ☒ Thunderwave (V,S)
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- ☒ Enhance Ability (V,s,m) (C)
- ☒ Gust of Wind (V,S,M) (C)
- ☒ Hold Person (V,S,M) (C)
- ☒ Shatter (V,S,M)
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SPELLS KNOWN

# Features and Magic Items

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## Subclasses

### Subclass: Tempest Domain

Gods whose portfolios include the Tempest domain - including Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor - govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

## Features

### Channel Divinity (1x/SR)

**Source:** Cleric

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

### Channel Divinity: Destructive Wrath

**Source:** Cleric (Tempest Domain)

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

### Channel Divinity: Turn Undead

**Source:** Cleric

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 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 to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

### Researcher

**Source:** Background (Sage)

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

### Wrath of the Storm (1x/LR)

**Source:** Cleric (Tempest Domain)

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Magic Items

### Eyes of Charming

**Requires Attunement:** True

**Rarity:** Uncommon

These Crystal lenses fit over the eyes. They have 3 Charges. While wearing them, you can expend 1 charge as an action to cast the Charm Person spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended Charges daily at dawn.

# Spell Descriptions

## Zeed

### Guidance

*Divination Cantrip (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

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

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.

### Resistance

*Abjuration Cantrip (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

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

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

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 making the saving throw. The spell then ends.

### Spare the Dying

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

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

**Range:** 60 ft

**Components:** V

**Duration:** Up to 1 minute

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.

### Cure Wounds

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

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.

### Fog Cloud

*Conjuration Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Level:

When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

### Guiding Bolt

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** 1 round

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.

## Thunderwave

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## Enhance Ability

*Transmutation Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends.

- Bears Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

- Bulls Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

- Cats Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

- Eagles Splendor. The target has advantage on Charisma checks.

- Foxes Cunning. The target has advantage on Intelligence checks.

- Owls Wisdom. The target has advantage on Wisdom checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## Gust of Wind

*Evocation Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S, M (A legume seed)

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

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## Hold Person

*Enchantment Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a small, straight piece of iron)

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

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

## Shatter

*Evocation Level 2*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a chip of mica)

**Duration:** Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.