

Therranel Torne

Human | Cleric | Navigator | Lawful

Backstory/Flavor

Murgden of the north winds, of long forgotten name, still guides us in their benevolence. I have devoted my life to recovering its lost radiance. Navigating the skies is merely a banal piece of that legacy.

Bond

I think of the pilots Washa and Nurkam as my subordinates. They disagree for some reason.

Str	Dex	Con	Int	Wis	Cha	Exp.
14	12	14	10	16	10	
0	+2	+1	+2	+0	+3	
HP	AC	DC	Init	Spd	HitD	Level
9	18	13	+2	30	d8	1

Inspiration Point: ☐

Health

Hit dice used (1d8): ☐
Current HP: _____ Temporary HP: _____
Death Saves: ☒ ☐ ☒ ☐ ☒ ☒ ☒

Skills

		prof?	
Acrobatics	(Dex)		+2
Arcana	(Int)		+1
Athletics	(Str)		+2
Animal Handling	(Wis)		+3
Deception	(Cha)		+0
History	(Int)	✓	+3
Insight	(Wis)		+1
Intimidation	(Cha)		+0
Investigation	(Int)	✓	+3
Medicine	(Wis)	✓	+5
Nature	(Int)		+1
Perception	(Wis)		+3
Performance	(Cha)		+0
Persuasion	(Cha)		+0
Religion	(Int)	✓	+3
Sleight of Hand	(Dex)		+1
Stealth	(Dex)		+1
Survival	(Wis)		+3

Proficiencies

All armor, all weapons, shields

Equipment

_____	_____
_____	_____
Healing Potion(s):	___ +2d4 +2 HP, ACTION

Weapons

Morningstar (+4) ☐ ☐
1d8 +2 piercing. heavy

Spells

☐¹ ☐¹

Action
Bless 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. 30, CONCENTRATION, 1 MIN
Healing Word 1d8 + Wis modifier to HP. TOUCH, INSTANTANEOUS.
Thunderwave 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. TOUCH, CONCENTRATION, 1MIN
Bonus Action
Healing Word 1d4 + Wis modifier to HP for target in sight. 60FT, INSTANTANEOUS

Cantrips

Action
Sacred Flame: target must succeed Dex save or suffer 1d8 radiant damage. 60 FT, INSTANTANEOUS.
Word of Radiance: Each adjacent enemy must succeed a Con save or suffer 1d6 radiant damage.
Light: an object you touch radiants bright light TOUCH, 1 HOUR.

Special

Reaction
Wrath of the Storm When a creature within 5 feet hits you with an attack, you cause the creature to make a Dex save. On fail, it takes 2d8 lightning or thunder damage (your choice) and half on a successful one.