

# 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	10	14	12	16	10	
+2	+0	+2	+1	+3	+0	
HP	AC	DC	Init	Spd	HitD	Level
10	18	13	+0	30	d8	1

Inspiration Point: ☐

## Health

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

## Skills

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

☐<sup>1</sup> ☐<sup>1</sup>

Action
<b>Bless</b> 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 FT, CONCENTRATION, 1 MIN
<b>Detect Evil and Good</b> For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, undead, or a consecrated or desecrated object or place within 30 feet of you. 30 FT, 10 MIN.
<b>Thunderwave</b> 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. 15 FT CUBE, INSTANTANEOUS
Bonus Action
<b>Healing Word</b> 1d4 + Wis modifier to HP for target in sight. 60FT, INSTANTANEOUS

## Cantrips

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

## Special

Reaction
<b>Wrath of the Storm</b> 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.