

## Cleric2

CHARACTER NAME

Cleric 20

CLASS & LEVEL

Lightfoot Halfling

RACE

Gladiator

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

-1

9

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☒ +8 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +8 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +2 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

Mace

ATK BONUS

+8

DAMAGE/TYPE

1d6+2/b

Armor: Scale Mail

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Avatar of Battle

--Brave

--By Popular Demand

--Channel Divinity (3x/SR)

--Channel Divinity: Guided Strike

--Channel Divinity: Turn Undead

--Channel Divinity: War Gods Blessing

--Destroy Undead (CR 4)

--Divine Intervention

--Divine Strike (2d8)

--Halfling Nimbleness

--Lucky

--Naturally Stealthy

--War Priest (2x/LR)

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Cleric 20

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

- Light (V,M)

Sacred Flame (V,S)

SPELL LEVEL

1

SLOTS TOTAL

4

SLOTS EXPENDED

- PREPARED

SPELL NAME

Bless (V,S,M) (C)

Cure Wounds (V,S)

Divine Favor (V,S) (C)

Shield Of Faith (V,S,M) (C)

2

3

- Aid (V,S,M)

Hold Person (V,S,M) (C)

Magic Weapon (V,S) (C)

Spiritual Weapon (V,S)

3

3

- Crusaders Mantle (V) (C)

Daylight (V,S)

Spirit Guardians (V,S,M) (C)

4

3

- Banishment (V,S,M) (C)

Freedom Of Movement (V,S,M)

Stoneskin (V,S,M) (C)

5

3

- Flame Strike (V,S,M)

Geas (V)

Hold Monster (V,S,M) (C)

6

2

- Heal (V,S)

7

2

- 

8

1

- 

9

1

-