

## Cleric1

CHARACTER NAME

Cleric 20

CLASS & LEVEL

Dark Elf

RACE

Entertainer

BACKGROUND

Lawful good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

-1

9

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☒ +8 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +9 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +8 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +8 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +8 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

20

ARMOR CLASS

+3

INITIATIVE

30

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

ATK BONUS

DAMAGE/TYPE

Warhammer

+1

1d8+1/b

Armor: Plate Mail

Shield: Shield

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

ATTACKS & SPELLCASTING

18

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons, heavy armor, rapiers, shortwords, hand crossbows.

Languages:

Common, Elvish

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)

--Blessed Healer  
 --By Popular Demand  
 --Channel Divinity (3x/SR)  
 --Channel Divinity: Preserve Life  
 --Channel Divinity: Turn Undead  
 --Darkvision (120')  
 --Destroy Undead (CR 4)  
 --Disciple of Life  
 --Divine Intervention  
 --Divine Strike (2d8)  
 --Drow Magic  
 --Fey Ancestry  
 --Sunlight Sensitivity  
 --Supreme Healing  
 --Trance

=====

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

Dancing Lights (V,S,M) (C)

Light (V,M)

Sacred Flame (V,S)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☒ Bless (V,S,M) (C)

☒ Cure Wounds (V,S)

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☒ Aid (V,S,M)

☒ Hold Person (V,S,M) (C)

☒ Lesser Restoration (V,S)

☒ Spiritual Weapon (V,S)

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☒ Beacon Of Hope (V,S) (C)

☒ Daylight (V,S)

☒ Revivify (V,S,M)

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☒ Banishment (V,S,M) (C)

☒ Death Ward (V,S)

☒ Guardian Of Faith (V)

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☒ Geas (V)

☒ Mass Cure Wounds (V,S)

☒ Raise Dead (V,S,M) (\$)

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SPELLS KNOWN