

GRAVEKEEPER

(CHARACTER NAME)

CLASS: CLERIC

PLAYSTYLE: SUPPORT

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)
- 3)
- 4)

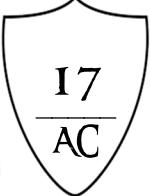
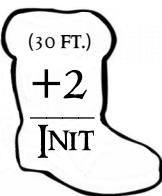
BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

-1	+2	+3	+0	+5	+1
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Censer.

Off-Hand. Shield.

Armor. Chain Shirt.

TOOLS/KITS:

Healer's Kit. Bandages, ointments, splints. Can be used to stabilize dying creatures.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d8+3.

BACKPACK:

Priest's Pack.

- blanket
- tinderbox, candles (10)
- blocks of incense (5)
- waterskin, rations (2)
- prayer book

MONEY: Copper: _____ Silver: _____ Gold: 15

SPECIAL

Path to the Grave.

As an action, you weaken a target. The next time you or an ally hits the target with an attack, the damage is doubled. [30 ft. range].

REACTIONS

ATTACKS (+5)

Chill Touch. ∞

Ranged (120 ft.), 1d8 necrotic. Target cannot regain HP for 1 round.

Ray of Enfeeblement.

Ranged (60 ft.), 0 damage. **Curse:** damage from melee attacks of target is halved. [Lasts 1 min. (CON save: not cursed – repeat each round)].

BONUS ACTIONS

Spare the Dying. ∞

Stabilize a dying creature at 0 hit points. [30 ft. range].

ABILITIES (DC 13)

Toll the Dead. ∞

Sound a dolorous bell at a target. [60 ft. range, 1d8 necrotic -- 1d12 if target is missing HP (WIS save: no dmg)].

Bane.

Curse up to 3 nearby creatures; they make attack rolls and saves with -1d4 penalty to the roll. [30 ft. range, lasts 1 min. (CHA save: not cursed)].

Eyes of the Grave.

You know the location of any undead within 60 ft. that are not behind total cover. [Lasts 1 round].

Restore Life.

Heal a creature for 1d8+3 hit points. [Touch range].

FEATURES

Circle of Mortality. When healing a creature that has 0 hit points, you may forgo dice rolls and instead use the highest number possible for each die.

Curses. Only one curse may be active.

Gentle Repose. You may perform a ritual on a nearby corpse. It does not decay and can't become undead for 10 days.