

HOLY PROTECTOR

(CHARACTER NAME)

CLASS: CLERIC

PLAYSTYLE: SUPPORT

RACE: _____

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+ I
STRENGTH

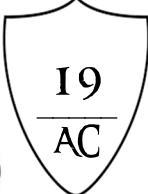
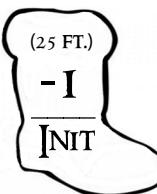
- I
DEXTERITY

+ 4
CONSTITUTION

+ 0
INTELLIGENCE

+ 5
WISDOM

+ I
CHARISMA



SPECIAL

Preserve Life.

As an action, divide and restore up to 15 hit points among any number of nearby severely wounded creatures. This ability cannot restore any creature to more than half of its maximum hit points. [30 ft. range].

REACTIONS

ITEMS

EQUIPMENT:

Main Hand. Hand of Protection.

Off-Hand. Shield.

Armor. Splint Mail.

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+4.

BACKPACK:

Priest's Pack.

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

ATTACKS (+3)

Hand of Protection.

Melee, 0 damage. Grapple a creature, reducing its move speed to 0. [STR or DEX contest: free – action to repeat].

BONUS ACTIONS

Healing Word.

Heal a creature for 1d4+6 hit points. [60 ft. range].

ABILITIES (DC 13)

Sacred Flame.

∞ Radiant light descends on a creature, ignoring half and 3/4 cover. [60 ft. range, 1d8 radiant (DEX save: no dmg)].

Spare the Dying.

∞ Stabilize a dying creature at 0 hit points. [Touch range].

Bless.

Choose 3 nearby allies to bless. They can add 1d4 to their attack rolls and saving throws. Only one instance of *bless* may be active. [30 ft. range, lasts 1 min.].

Prayer of Healing.

Recite a 10 minute prayer, healing all creatures around you for 2d8+7 hit points. [30 ft. range].

FEATURES

Aid.

At the start of the adventure, choose 3 allies; each of their maximum hit points are increased by 5.

Heavily Armored. You make stealth checks with disadvantage.

Holy Resilience. You have advantage on saving throws against poison and resistance against poison damage.