

THUNDER GOD

CLASS: CLERIC

PLAYSTYLE: DEFENDER

RACE: _____

DIFFICULTY: MEDIUM

(CHARACTER NAME)

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+3
STRENGTH

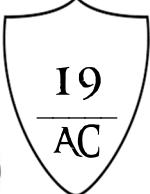
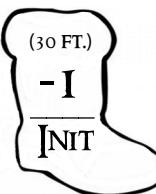
-1
DEXTERITY

+3
CONSTITUTION

-1
INTELLIGENCE

+5
WISDOM

+1
CHARISMA



SPECIAL

Destructive Wrath.
On a hit, when you roll lightning or thunder damage, you can choose to deal maximum damage instead of rolling.

REACTIONS

Wrath of the Storm.

When a nearby creature hits you with an attack, you may rebuke the attacker. [5 ft. range, 2d8 thunder (DEX save: 1/2 dmg)].

ITEMS

EQUIPMENT:

Main Hand. Warhammer.

Off-Hand. Shield.

Armor. Splint Mail.

TOOLS/KITS:

Smith's Tools. Hammers, tongs, charcoal, rags, and a whetstone for repairing metal objects.

Hit Dice.

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

BACKPACK:

Explorer's Pack.

- bedroll
- mess kit
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ATTACKS (+5)

Warhammer. ∞
Melee, 1d8+3 bludgeoning.

BONUS ACTIONS

Move Gust. While gust of wind is active, you can change the direction in which the line blasts from you.

ABILITIES (DC 13)

Gust of Wind.

A 10-ft. wide line of sustained, strong wind blasts from your hand. Within the gust, movement speed is halved. Any creature that starts its turn in the line may be pushed 15 ft. in the direction of the wind. [60 ft. range, lasts 1 min. (STR save: no push)].

Thunderwave.

A thunderous force sweeps out in a 15-ft. cube in front of you, pushing creatures and objects 10 ft. away. [Self range, 2d8 thunder (CON save: 1/2 dmg, no push)].

FEATURES

Heavily Armored. You make DEX checks for stealth with disadvantage.

Heavy Armor Master. Physical damage dealt to you is reduced by 3.