

WAR PRIEST

(CHARACTER NAME)

CLASS: CLERIC

PLAYSTYLE: BRUISER

RACE: _____

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+3
STRENGTH

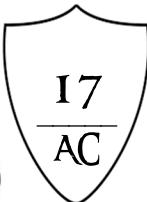
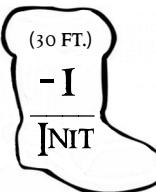
-1
DEXTERITY

+3
CONSTITUTION

-1
INTELLIGENCE

+5
WISDOM

+1
CHARISMA



SPECIAL

Spiritual Weapon.

As a bonus action, create a spectral melee weapon and attack with it. *Melee, 1d8+3 force.* You can use subsequent bonus actions to move the weapon up to 20 ft. and repeat the attack. [60 ft. range, lasts 1 min.]

REACTIONS

Opportunity Attack. ∞

When an enemy exits your melee range, attack it with your warmaul.

ITEMS

EQUIPMENT:

Main Hand. Warmaul (2-handed).

Off-Hand.

Armor. Splint Mail.

TOOLS/KITS:

Cartographer's Tools. Quills, ink, parchments, a compass, calipers, and a ruler for mapping.

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

ATTACKS (+5)

Warmaul. ∞ ()

Melee, 1d12+3 bludgeoning. After you make an attack roll, you may expend a use to gain +10 to the roll.

Guiding Bolt.

Ranged (120 ft.), 4d6 radiant. The next attack against the target this round is made with advantage.

BONUS ACTIONS

Second Strike.

If you make a warmaul attack, you may make another as a bonus action.

ABILITIES (DC 13)

Thaumaturgy. ∞

Create a minor magical effect such as flickering flames, booming voice, minor tremors, glowing eyes, and slamming doors or windows.

Word of Radiance. ∞

A burning radiance erupts from you, damaging all creatures within 5 ft. of you. [Self range, 1d6 radiant (CON save: no dmg)].

Divine Favor.

Your warmaul deals an additional 1d4 radiant on all attacks. [Lasts 1 min.]

FEATURES

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

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