

# DUNGEONS & DRAGONS®

Morpheus

CHARACTER NAME

Cleric

CLASS & LEVEL

Aasimar

RACE

Haunted One

BACKGROUND

Lawful Good

ALIGNMENT

Cameron

PLAYER NAME

2000

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+4

18

INTELLIGENCE

+1

12

WISDOM

+6

22

CHARISMA

+3

17

INSPIRATION

PROFICIENCY BONUS

+2

☐ +1 Strength
 ☐ +2 Dexterity
 ☐ +4 Constitution
 ☐ +1 Intelligence
 ☒ +8 Wisdom
 ☒ +5 Charisma

SAVING THROWS

☐ +2 Acrobatics (Dex)
 ☐ +6 Animal Handling (Wis)
 ☐ +1 Arcana (Int)
 ☐ +1 Athletics (Str)
 ☐ +3 Deception (Cha)
 ☐ +1 History (Int)
 ☒ +8 Insight (Wis)
 ☐ +3 Intimidation (Cha)
 ☒ +3 Investigation (Int)
 ☒ +8 Medicine (Wis)
 ☐ +1 Nature (Int)
 ☐ +6 Perception (Wis)
 ☐ +3 Performance (Cha)
 ☐ +3 Persuasion (Cha)
 ☐ +1 Religion (Int)
 ☐ +2 Sleight of Hand (Dex)
 ☐ +2 Stealth (Dex) *disadv*
☒ +9 Survival (Wis)

SKILLS

18

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum

36

29

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

4d8

2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Poison Dagger

+4

1d4+2P + 1d6+2ps

Healing Hands

Turn Undead

Path to the Grave

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Circle of Mortality

Eyes of the Grave

Common

Celestial

Primordial

Darkvision 60ft

Celestial Resistance

Radiant Soul (1)

Harness Divine Power

OTHER PROFICIENCIES & LANGUAGES

Explorers Pack

(10 torches, 10 rations, tinderbox, soft rope, waterskin, bedroll)

Shield

Monster Hunters Pack

(chest, crowbar, hammer, 3 wooden stakes, holy symbol, holy water, manacles, steel mirror, oil, underwear, 3 torches)

Sale Mail

9 white Pearls

4 pink Pearls

EQUIPMENT

I refuse to become a victim and I will not allow others to be victimized

PERSONALITY TRAITS

I try to help those in need no matter the personal cost.

IDEALS

Atterrible guilt consumes me, I hope I can find redemption thru my actions.

BONDS

I am mortally attached to my sisters necklace.

FLAWS

5'8 125lbs 40yrs old

Blonde Hair Green Eyes

A silver dragon destroyed my town when I was a child. It spared only me and told me to return to it one day. I'm looking for Damascus to get help preparing for our inevitable reunion. I carry my sisters necklace with me everywhere. She went missing when the Dragon attacked

I worship Ilmater.

Sisters necklace is a little aasimar figure locket with pictures of our parents.

FEATURES & TRAITS



# Cleric

SPELLCASTING CLASS

Wisdom

16

+8

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

can prepare: Wisdom mod + cleric level = 10

0

CANTRIPS

Spare the Dying 30ft RA  
 Word of Radiance 5ft Can 1d6 rad  
 Sacred Flame 60ft Dex 1d8 rad  
 Mending touch  
 Light

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

||||

Bone 30ft SP 3x NA Dex +d4  
 False Life 1d4+4 temp HP  
 Bless 30ft 3x +d4  
 Cure Wounds touch 1d8+6 HP  
 Guarding Bolt 120ft 4d6 rad next adv  
 Healing Word 60ft 1d4+6 HP  
 Shield of Faith 60ft +2 AC  
 Inflict Wounds touch 3d10 nec

2

3

|||

Prayer of Healing 6x 2d8+4 HP  
 Lesser Restoration touch  
 Gentle Repose touch  
 Ray of Enfeeblement 60ft  
 Spiritual Weapon 60ft 1d8+6 BA  
 Hold Person 60ft Wis paralyzed  
 Blindness/Deafness 30ft  
 Silence 120ft 20ft rad sphere  
 Warding Bond touch

3

4

5

6

7

8

9

SPILLS KNOWN