

Taka Haka

CHARACTER NAME

Level 2 Human Cleric, Tempest Domain
CHARACTER LEVEL, RACE, & CLASS

300
EXPERIENCE

Pirate
BACKGROUND

Chaotic Neutral Talos
ALIGNMENT DEITY

Player One
PLAYER NAME

STRENGTH

+3

16

DEXTERITY

-1

8

CONSTITUTION

+1

13

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

PROFICIENCY BONUS

+2

SAVING THROWS

+3 Strength

-1 Dexterity

+1 Constitution

+0 Intelligence

☒ +5 Wisdom

☒ +3 Charisma

SKILLS

-1 Acrobatics (Dex)

+3 Animal Handling (Wis)

+0 Arcana (Int)

☒ +5 Athletics (Str)

+1 Deception (Cha)

+0 History (Int)

☒ +5 Insight (Wis)

+1 Intimidation (Cha)

+0 Investigation (Int)

☒ +5 Medicine (Wis)

+0 Nature (Int)

☒ +5 Perception (Wis)

+1 Performance (Cha)

+1 Persuasion (Cha)

+0 Religion (Int)

-1 Sleight of Hand (Dex)

-1 Stealth (Dex)

+3 Survival (Wis)

PASSIVE PERCEPTION

15

ARMOR

Chain Mail

SHIELD

16

AC

ARMOR CLASS

MAXIMUM

15

HIT DICE

2d8

TEMPORARY

CURRENT HIT POINTS

SPEED

30ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

1 Backpack

1 Bedroll (1)

1 Mess Kit (1)

1 Tinderbox (1)

10 Torch (10)

10 Rations (1 day) (10)

1 Waterskin (1)

1 Rope, Hempen (50 feet) (1)

1 Maul

1 Longsword

1 Chain Mail

1 Shield

1 Navigator's Tools

CP

0

SP

0

EP

0

GP

0

PP

0

WEIGHT

108.0 lb.

EQUIPMENT

INITIATIVE

-1

1 Attack / Attack Action

NAME	RANGE	ATTACK	DAMAGE / TYPE
Maul Heavy, Two-Handed	5 ft	+5 vs AC	2d6 + 3 bludgeoning
Longsword Versatile	5 ft	+5 vs AC	1d8 + 3 slashing

ATTACKS & SPELLCASTING

Spellcasting. You can cast cleric spells as rituals. You can prepare 5 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

Divine Domain.

Tempest Domain. Gods whose portfolios include the Tempest domain govern storms, sea, and sky.

Channel Divinity (1/Short Rest).

Turn Undead (Action—Channel Divinity). Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Bonus Proficiencies. You gain proficiency with martial weapons and heavy armor.

Wrath of the Storm (Reaction—3/Long Rest.). When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage on a failed saving throw, and half as much damage on a successful one.

Destructive Wrath (Action—Channel Divinity). When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shield, Heavy Armor
Weapon Proficiencies. Simple Weapons, Martial Weapons
Tool Proficiencies. Navigator's tools, Vehicles water
Languages. Common, Dwarvish

PROFICIENCIES & LANGUAGES



Taka Haka

CHARACTER NAME

Male	38	4'8"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
Brown	Brown	Bald	
EYES	SKIN	HAIR	



CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I like a job well done, especially if I can convince someone else to do it. I like a job well done, especially if I can convince someone else to do it.

PERSONALITY TRAITS

Freedom. The sea is freedom—the freedom to go anywhere and do anything. (Chaotic)

IDEAL

The ship is most important—crewmates and captains come and go.

BOND

Once someone questions my courage, I never back down no matter how dangerous the situation.

FLAW

Ship's Passage

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need.

BACKGROUND FEATURE

TRINKET

You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new.

Discuss the nature of the ship you previously sailed with your Dungeon Master. Was it a merchant ship, a naval vessel, a ship of discovery, or a pirate ship? How famous (or infamous) is it? Is it widely traveled? Is it still sailing, or is it missing and presumed lost with all hands?

What were your duties on board—boatswain, captain, navigator, cook, or some other position? Who were the captain and first mate? Did you leave your ship on good terms with your fellows, or on the run?

You spent your youth under the sway of a dread pirate, a ruthless cutthroat who taught you how to survive in a world of sharks and savages. You've indulged in larceny on the high seas and sent more than one deserving soul to a briny grave. Fear and bloodshed are no strangers to you, and you've garnered a somewhat unsavory reputation in many a port town.

If you decide that your sailing career involved piracy, you can choose the Bad Reputation feature instead of the Ship's Passage feature.

BACKGROUND STORY

Truffles x3

ADDITIONAL FEATURES

ADDITIONAL TREASURE



Cleric, Tempest Domain

Wisdom

SPELLCASTING ABILITY

+5

SPELL ATTACK BONUS

13

SAVING THROW DC

5

SPELLS TO PREPARE

CANTRIPS

☐ Sacred Flame

☐ Light

☐

☐ Resistance

☐

1ST LEVEL

3 SPELL SLOTS

☐ Bane

☐ Command

☐ Detect Evil and Good

☐ Guiding Bolt

☐ Inflict Wounds

☐ Sanctuary

☒ Fog Cloud (Always Prepared)

☐ Bless

☐ Create or Destroy Water

☐ Detect Magic

☐ Guiding Hand

☐ Protection from Evil and Good

☐ Shield of Faith

☒ Thunderwave (Always Prepared)

☐ Ceremony

☐ Cure Wounds

☐ Detect Poison and Disease

☐ Healing Word

☐ Purify Food and Drink

☐

Light

Evocation Cantrip

CASTING TIME

1 action

RANGE

Touch

DURATION

1 hour

COMPONENTS

V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Spellcasting (Cleric)

Player's Handbook

Resistance

Abjuration Cantrip

CASTING TIME

1 action

RANGE

Touch

DURATION

Concentration, up to 1 minute

COMPONENTS

V, S, M (a miniature cloak)

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after the saving throw. The spell then ends.

Spellcasting (Cleric)

Player's Handbook

Sacred Flame

Evocation Cantrip

CASTING TIME

1 action

RANGE

60 feet

DURATION

Instantaneous

COMPONENTS

V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Cleric)

Player's Handbook

Fog Cloud

1st-level conjuration

CASTING TIME

1 action

RANGE

120 feet

DURATION

Concentration, up to 1 hour

COMPONENTS

V, S

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Tempest Domain (Cleric)

Player's Handbook

Thunderwave

1st-level evocation

CASTING TIME

1 action

RANGE

Self (15-foot cube)

DURATION

Instantaneous

COMPONENTS

V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Tempest Domain (Cleric)

Player's Handbook

Spellcasting

Class Feature

As a conduit for divine power, you can cast cleric spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

PREPARING AND CASTING SPELLS

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest.

Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

Cleric

Player's Handbook

Divine Domain

Class Feature

Choose one domain related to your deity: Knowledge, Life, Light, Nature, Tempest, Trickery, or War. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Cleric

Player's Handbook

Tempest Domain

Archetype

Gods whose portfolios include the Tempest domain - including Talos, Umberlee, Kord, Zebaoim, the Devourer, Zeus, and Thor—govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

Tempest Domain Spells

Cleric Level Spells

1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>control water, ice storm</i>
9th	<i>destructive wave, insect plague</i>

Divine Domain

Player's Handbook

Channel Divinity

Class Feature

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Cleric

Player's Handbook

Channel Divinity: Turn Undead

Class Feature

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity

Player's Handbook

Bonus Proficiencies

Archetype Feature

At 1st level, you gain proficiency with martial weapons and heavy armor.

Tempest Domain

Player's Handbook

Wrath of the Storm

Archetype Feature

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Tempest Domain

Player's Handbook

Channel Divinity: Destructive Wrath

Archetype Feature

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Tempest Domain

Player's Handbook