



LANGUAGES:

Common, Dwarven

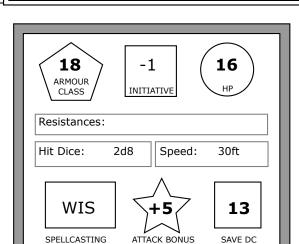
WEAPON/ARMOUR PROFICIENCIES:

all armour, shields simple weapons

CHARACTER NOTES:

Everything I love dies. Why bother getting attached?

BONDS: dragon parent

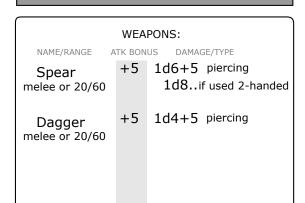


Human

RACE

Cleric: 2

CLASS & LEVEL



SPECIAL ABILITIES:

Urchin

BACKGROUND

Wanderer: you have an excellent memory for maps and geography. In addition, in a suitable landscape you can find food and water for up to six people per day

Ritual Casting: you can cast any prepared cleric spell as a ritual if it has the 'ritual' tag

Disciple of Life: when using a healing spell of 1st level or highter regain an additional 2+ spell level HP

Channel Corallion: (1 / rest) Preserve Life: as an action, restore 10 HP (5xlevel) divided between creatures within 30ft. This can only restore HP up to half the creature's max

Turn Undead: as an action, each undead within 30 ft must make a WIS save or be turned for 1 min or until it takes damage. A turned creature must use its actions to move as far away from you as possible.

CANTRIPS:

Guidance Liaht Toll the Dead

LEVEL 1: SPELL SLOTS: 3 / LONG REST SPELLS PREPARED: 5

PREPARED SPELLS: **CLERIC SPELLS:**

LIFE DOMAIN

Bless

Cure Wounds

Bane Command Create or Destroy

Water

Detect Evil and Good

Detect Magic Detect Poison and

Disease

Guiding Bolt

Healing Word **Inflict Wounds** Protection from

Evil & Good Purify Food and Drink

Sanctuary

Shield of Faith

EQUIPMENT:

spear shield 10 gp (your life savings)

map of Haven's surroundings

chainmail

deck of cards

hidden knife

Explorer's pack: bedroll, mess kit, tinderbox, waterskin, 10 torches, 10 days rations, 50 ft hemp rope

holy symbol (Corallion medallion, spiral symbol, charred green and black, token of your parents)