



DAELLA

Cleric : 2

CLASS & LEVEL

Human

RACE

Urchin

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

+3

STRENGTH

SAVING THROW

+3

BASE 16

o +3 Athletics

-1

DEXTERITY

SAVING THROW

-1

BASE 9

o -1 Acrobatics
o -1 Slight of Hand
o -1 Stealth **DIS.**

+3

CON

SAVING THROW

+3

BASE 16

-1

INTEL.

SAVING THROW

-1

BASE 9

o -1 Arcana
o -1 History
● +1 Investigation
o -1 Nature
o -1 Religion

+3

WISDOM

SAVING THROW

+5

BASE 16

o +3 Animal Handling
● +5 Insight
● +5 Medicine
o +3 Perception
● +5 Survival

-1

CHARISMA

SAVING THROW

+1

BASE 9

o -1 Deception
o -1 Intimidation
o -1 Performance
o -1 Persuasion

18

ARMOUR CLASS

-1

INITIATIVE

16

HP

Resistances:

Hit Dice: 2d8

Speed: 30ft

WIS

SPELLCASTING

+5

ATTACK BONUS

13

SAVE DC

SPECIAL ABILITIES:

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 higher 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.

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Spear
melee or 20/60

+5

1d6+5 piercing
1d8..if used 2-handed

Dagger
melee or 20/60

+5

1d4+5 piercing

CANTRIPS:

Guidance
Light
Toll the Dead

LEVEL 1:

SPELL SLOTS: 3 / LONG REST

SPELLS PREPARED: 5

PREPARED SPELLS:

LIFE DOMAIN

Bless

Cure Wounds

CLERIC SPELLS:

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

TOOL PROFICIENCIES:

Thieves tools, cards

LANGUAGES:

Common, Dwarven

WEAPON/ARMOUR PROFICIENCIES:

all armour, shields
simple weapons

CHARACTER NOTES:

Everything I love dies. Why bother getting attached?

BONDS: dragon parent

EQUIPMENT:

spear
shield

chainmail

hidden knife

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

10 gp (your life savings)

map of Haven's surroundings

deck of cards

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