

Christmas Carol ADVENTURE

Reginald Fezziwig

CHARACTER NAME

Life Cleric (7)

CLASS & LEVEL

PLAYER NAME

High Elf Neutral Good 23,000

RACE ALIGNMENT XP

STRENGTH +1 13	INSPIRATION
DEXTERITY +1 12	+3 PROFICIENCY BONUS
CONSTITUTION +2 14	+1 Strength +1 Dexterity +2 Constitution -1 Intelligence +6 Wisdom +4 Charisma
INTELLIGENCE -1 9	SAVING THROWS
WISDOM +3 17	+1 Acrobatics (Dex) +3 Animal Handling (Wis) -1 Arcana (Int) +1 Athletics (Str) +1 Deception (Cha) +2 History (Int) +6 Insight (Wis) +1 Intimidation (Cha) -1 Investigation (Int) +6 Medicine (Wis) -1 Nature (Int) +6 Perception (Wis) +1 Performance (Cha) +1 Persuasion (Cha) +2 Religion (Int) +1 Sleight of Hand (Dex) +1 Stealth (Dex) +3 Survival (Wis)
CHARISMA +1 12	SKILLS

16

PASSIVE WISDOM (PERCEPTION)

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, longbow, longsword, shortbow, shortsword

Saving Throws: Wisdom, Charisma

Skills: History, Insight, Medicine, Perception, Religion

Languages: Common, Elvish, Goblin, Celestial

OTHER PROFICIENCIES & LANGUAGES

17	+1	30
ARMOR CLASS INITIATIVE SPEED		
HIT POINT MAXIMUM: 52		
7 CURRENT HIT POINTS		
Divinity 2/2		
TEMPORARY HIT POINTS		
TOTAL: 6	SUCCESES ○ ○ ○	FAILURES ○ ○ ○
d8	HIT DICE	DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+4	1d6+1 blu
S. Flame	S15	2d8 rad
Fire Bolt	+2	2d10 fire

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 1d8+1 bludgeoning damage.

Sacred Flame. 60 ft., target must succeed on a Dex save or take 2d8 radiant damage.

Fire Bolt Cantrip. Ranged Spell Attack: +2 to hit, targets one creature or object within 120 ft. Range. Hit: 2d10 fire damage, and unattended flammable objects catch on fire.

EQUIPMENT

CF	Carried Gear: scale mail (AC14), shield (AC+2), mace, set of common clothes, holy symbol (amulet), prayer book, 5 sticks of incense, vestments
SP	
EP	
GP	558
PP	

I was born with more than most. I feel compelled to help people who have been born with less.

PERSONALITY TRAITS

It is the burden of the well-off to help those who are not.

IDEALS

I watched my grandfather give generously and help others. I yearn to be half the man he was.

BONDS

When others don't give generously, I sometimes use guilt to convince them to dig deeper.

FLAWS

* Age: 274 years old
* Medium size (5'3", 144 pounds)

* Darkvision (60 ft.)
* Fey Ancestry (vs. charm, no sleep)

* Elf Weapon Training (swords, bows)

* Keen Senses (Perception)

* Trance (4 hrs. as 8 hrs. sleep)

* Cantrip (Fire Bolt)

extra HP:

* Ritual Casting 2 + spell-level (>=1)
* Discipline of Life (healing bonus)

* Channel Divinity (2 uses b/n short or long rests)

* Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)

* Destroy Undead (CF 1/2 or lower)

* Channel Divinity: Preserve Life (heal 35 HP) 5 * level HP, dist w/in 30 ft.

* Blessed Healer (healing bonus)
Caster gets 2+spellLevel Cantrips Known:

Spare the Dying, Guidance, Light, Resistance, Sacred Flame, Thaumaturgy

Spells Known:

1st Level (4 slots): Bless, Cure Wounds, Detect Magic, Command, Sanctuary

2nd Level (3 slots): Lesser Restoration, Spiritual Weapon

3rd Level (3 slots): Beacon of Hope, Revivify, Dispel Magic, Spirit Guardians

4th Level (1 slot): Death Ward, Guardian of Faith, Divination

FEATURES & TRAITS

Christmas Carol ADVENTURE

Reginald Fezziwig

CHARACTER NAME

274 years 5'3" 144 lbs.

AGE HEIGHT WEIGHT

Blue Fair Blonde

EYES SKIN HAIR

Reginald Fezziwig is a foppish man with a wide, jovial smile that is only surpassed by the width of his belly. He appears to move slowly and deliberately but can be surprisingly quick when others are in need.

CHARACTER APPEARANCE

Reginald Fezziwig is always eager to help those around him. In fact, you would have to go far to find a kinder man than him. Born the grandson of a successful business man, Reginald was raised by his mother to be, not simply kind, but generous to those around him. Reginald took this to both heart and soul as he became a cleric. With a wandering spirit, he finds the life of an adventurer very fitting, as there are many people on the road who could use a hand now and then.

CHARACTER BACKSTORY

Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

SPELL LEVEL

0

CANTRIPS

3

3

2

Spare the Dying Guidance

Light Resistance

Sacred Flame Fire Bolt

Thaumaturgy

SLOTS TOTAL SLOTS EXPENDED

1

4

2

Bless Sanctuary

Command

Cure Wounds

Detect Magic

2

3

0

Lesser Restoration

Spiritual Weapon

4

1

0

Death Ward

Divination

Guardian of Faith (DS)

5

SPELLS KNOWN

NOTES