

Ralvira Aleshank

CHARACTER NAME

Cleric 5

CLASS & LEVEL

Hill Dwarf

RACE

Guild Artisan

BACKGROUND

Lawful good

ALIGNMENT

Mark

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+0

11

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+4

18

CHARISMA

+0

10

No

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☐ +0 Intelligence
- ☒ +7 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☒ +3 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +7 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +7 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +7 Perception (Wis)
- ☒ +3 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

18

ARMOR CLASS

+0

INITIATIVE

25

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Dargrin is a warm and friendly fellow, always willing to take time to listen to a fellow adventurer woes.

PERSONALITY TRAITS

Dargrin strongly believes in the power of drink to bring people together, often offering his own brews as a sign of his good intentions.

IDEALS

Serves Boldrei, goddess of community and home. Boldrei is concerned about the growing discord and division in the world, which threaten the communal bonds from which she draws power.

BONDS

Dargrin is naive, and easily blinded to people's malevolent intentions.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhammer +1 1d8+1/b

Light crossl +3 1d8/p

Armor: Chain Mail
Shield: Shield

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Brewer's tools, light armor, medium armor, shields, all simple weapons, heavy armor, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, dwarvish, one of your choice.

OTHER PROFICIENCIES & LANGUAGES

CP

5

SP

8

EP

0

GP

109

PP

0

Hearth flame pendant, backpack, blanket, candles (10), tinderbox, alms box, incense (2 blocks), censer, vestments, rations (10 days), waterskin, guild letter, traveler's clothes, coin pouch, brewer's tools.

EQUIPMENT

(See Features Page)

--Channel Divinity (1x/SR)
--Channel Divinity: Preserve Life
--Channel Divinity: Turn Undead
--Darkvision (60')
--Destroy Undead (CR 1/2)
--Disciple of Life
--Dwarven Resilience
--Dwarven Toughness**
--Guild Membership
--Stonecunning

FEATURES & TRAITS

FEATURES, MAGICAL ITEMS AND SPELLS

SUBCLASSES

LIFE DOMAIN

The Life domain focuses on the vibrant positive energy-one of the fundamental forces of the universe- that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Dianceht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

FEATURES

CHANNEL DIVINITY (1X/SR)

Source: Cleric

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.

CHANNEL DIVINITY: PRESERVE LIFE

Source: Cleric (Life Domain)

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its

hit point maximum. You can't use this feature on an undead or a construct.

CHANNEL DIVINITY: TURN UNDEAD

Source: Cleric

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.

DARKVISION (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

DESTROY UNDEAD (CR 1/2)

Source: Cleric

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DISCIPLE OF LIFE

Source: Cleric (Life Domain)

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level

DWARVEN RESILIENCE

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage

DWARVEN TOUGHNESS

Source: Race (Hill Dwarf)

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

GUILD MEMBERSHIP

Source: Background (Guild Artisan)

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

STONECUNNING

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

SPELLS

GUIDANCE

Divination Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

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

RESISTANCE

Abjuration Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (A miniature cloak)

Duration: Concentration, up to 1 minute

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.

SACRED FLAME

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

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.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

THAUMATURGY

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

BLESS

1st-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

COMMAND

1st-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them

CURE WOUNDS

1st-level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

GUIDING BOLT

1st-level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

INFLICT WOUNDS

1st-level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

SANCTUARY

1st-level Abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (A small silver mirror)

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature

from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

AUGURY

2nd-level Divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (Specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

HOLD PERSON

2nd-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

LESSER RESTORATION

2nd-level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

PRAYER OF HEALING

2nd-level Evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to $2d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by $1d8$ for each slot level above 2nd.

SPIRITUAL WEAPON

2nd-level Evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to $1d8 +$ your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d8$ for every two slot levels above the 2nd.

ANIMATE DEAD

3rd-level Necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (A drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

BEACON OF HOPE

3rd-level Abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

REVIVIFY

3rd-level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (Diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

TONGUES

3rd-level Divination

Casting Time: 1 action

Range: Touch

Components: V, M (A small clay model of a ziggurat)

Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

