

Acolyte
HINTERGRUND
Chaotic Neutral
GESINNUNG

Acolyte	
HINTERGRUND	SPIELERNAME
Chaotic Neutral	
GESINNUNG	ERFAHRUNGSPUNKTE

STÄRKE  
**3**  
16

SCHICKLICHKI  
 -1  
 8



INTELLIGENZ  
0  
10

WEISHEIT  
0  
10

CHARISMA  
3  
17



INSPIRATION

2 ÜBUNGSBONUS



-1  
INITIATIVE



Trefferpunkte Maximum 10

**AKTUELLE TREFFERPUNKTE**

## TEMPORÄRE TREFFERPUNKTE

Total	1
HIT DICE	

SUCCESSES ○=○=○  
FAILURES ○=○=○  
DEATH SAVES

- ☐ 3 Stärke
- ☐ -1 Geschicklichkeit
- ☐ 1 Konstitution
- ☐ 0 Intelligenz
- ☒ 2 Weisheit
- ☒ 5 Charisma

## RETTUNGSWÜRFE

- ☐ -1 Akrobatik (Ges)
- ☐ 0 Mit Tieren umgeh...
- ☐ 0 Arkane Kunde (Int)
- ☐ 3 Athletik (Str)
- ☐ 3 Täuschen (Cha)
- ☐ 0 Geschichte (Int)
- ☒ 2 Motiv erkennen (...)
- ☒ 5 Einschüchtern (C...
- ☐ 0 Nachforschungen...
- ☐ 0 Heilkunde (Wei)
- ☐ 0 Naturkunde (Int)
- ☐ 0 Wahrnehmung (...)
- ☐ 3 Auftreten (Cha)
- ☒ 5 Überzeugen (Cha)
- ☒ 2 Religion (Int)
- ☐ -1 Fingerfertigkeit (...)
- ☐ -1 Heimlichkeit (Ges)
- ☐ 0 Überlebenskunst ...

## FERTIGKEITEN

10 PASSIVE WEISHEIT (WAHRNEHMUNG)

NAME	Angr.	Schaden/Typ
Longsword (...	+5	1d8+3 Slashing
Longsword (...	+5	1d10+3 Slas...
Javelin	+5	1d6+3 Piercing

ANGRIFFE & ZAUBER				
CP	SP	EP	GP	PP
1	Prayer Book			
1	Holy Symbol			
5	Stick of Incense			
1	Vestments			
1	Belt Pouch			
1	Longsword			
1	Shield			

## AUSRÜSTUNG

I can find common ground between the fiercest enemies, empathizing with them and always working towards peace. I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

## PERSÖNLICHKEITSMERKMALE

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

## IDEALE

I would die to recover an ancient relic of my faith that was lost long ago.

## BINDUNGEN

I am suspicious of strangers and expect the worst of them.

**MAKEL**

Lay on Hands  
 Divine Sense  
 Hellish Resistance  
 Darkvision  
 Shelter of the Faithful

## MERKMALE & EIGENSCHAFTEN

SPRACHE: Celestial, Common, Infernal,  
Primordial

RÜSTUNG: Heavy Armor, Light Armor, Medium  
Armor, Shields

## WAFPE: Martial weapons, Simple weapons

## WEITERE ÜBUNG & SPRACHEN

[illegible]



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

ZAUBERTRICKS

Thaumaturgy cantrip

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

# MERKMALE & EIGENSCHAFTEN

## Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level  $\times$  5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

## Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

## Hellish Resistance

You have resistance to fire damage.

## Darkvision

Thanks to your infernal heritage, 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.

## Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

# ZAUBER

## Thaumaturgy cantrip

Verwandlung cantrip

**Zeitaufwand:** 1 Action

**Reichweite:** 30Feet

**Ziel:** See text

**Komponenten:** V

**Wirkungsdauer:** 1 min

### Beschreibung:

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.