

Alante of the Five Sacraments

CHARACTER NAME

Cleric 4 (Knowledge)

CLASS & LEVEL

Noble

BACKGROUND

PLAYER NAME

Vampire

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

10

◇ +0 SAVING THROWS
○ +0 ATHLETICS

+0

STRENGTH

8

◇ -1 SAVING THROWS
○ -1 ACROBATICS
○ -1 SLEIGHT OF HAND
○ -1 STEALTH

-1

DEXTERITY

14

◇ +2 SAVING THROWS

+2

CONSTITUTION

14

◇ +2 SAVING THROWS
○ +6 ARCANA
○ +2 HISTORY
○ +2 INVESTIGATION
○ +2 NATURE
○ +6 RELIGION

+2

INTELLIGENCE

17

◇ +5 SAVING THROWS
○ +3 ANIMAL HANDLING
○ +5 INSIGHT
○ +5 MEDICINE
○ +5 PERCEPTION
○ +3 SURVIVAL

+3

WISDOM

14

◇ +4 SAVING THROWS
○ +2 DECEPTION
○ +2 INTIMIDATION
○ +2 PERFORMANCE
○ +4 PERSUASION

+2

CHARISMA

15

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

-1

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Silver mace

+2

1d8 bludgeoning

Light crossbow

+1

1d8 - 1 piercing

Unarmed

-1

1 bludgeoning

Cleric spellcasting:
Spell save DC 13
Spell attack modifier +5

Cantrips: light, sacred flame,
spare the dying, thaumaturgy

Spell slots: 4 1st level, 3 2nd
level

ATTACKS & SPELLCASTING

Vampire Features:

Darkvision 60 ft.

Resistance to necrotic damage

Bloodthirst - drain blood from willing creature or target that is grappled, incapacitated, or restrained; melee attack (+2 attack, 1 piercing and 1d6 necrotic damage); target's hit point maximum reduced by necrotic damage dealt until after a long rest

Feast of Blood - when you drain blood with Bloodthirst, your speed increases by 10 feet and gain advantage on Strength and Dexterity checks and saving throws for 1 minute

Noble Features:

Position of Privilege (PH page 135)

Cleric Features (PH page 57):

Spellcasting

Turn undead (Wisdom save DC 13)

Knowledge Domain Features (PH page 59):

Blessings of Knowledge (already calculated)

Channel Divinity: Knowledge of the Ages

(action, choose a skill or tool, gain proficiency for 10 minutes)

FEATURES & TRAITS

Languages: Common, Merfolk, Siren, Vampire

Tools: Chess (gaming set)

Armor: Light armor, medium armor, shields

Weapons: All simple weapons

OTHER PROFICIENCIES & LANGUAGES

Silver mace, steel shield with a dragon rampant, finely etched breastplate, light crossbow, 20 bolts, silver signet ring with a drop of her past human blood, worn ivory rook (piece of a chess set), holy symbol (focus), backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, waterskin

Alante belongs to the Order of the Five Sacraments, a sect of the church that believes in establishing a trade relationship with the Sun Empire. She is opposed other factions within the Legion of Dusk, who seek to conquer and subjugate the Sun Empire. Her kind nature ensured that she was posted at the Conqueror's Foothold to administer last rites to prisoners about to die. However, she spied upon a secret plan set in motion by Vona, the Butcher of Magan to secure a powerful artifact known as the Hierophant's Chalice from its location deep in the interior of Ixalan at the Temple of Aclazotz. The artifact is said to have been carried by Arguel, a prophet known for his fanciful and dark visions, to that place for some unknown purpose. Seeking to gain favor in her order and in opposition to the Adanto sect, she stole the treasure map that leads to the location of the temple. Under cover of night, she freed the prisoners awaiting final judgment to help her navigate the terrain and retrieve the artifact for her superiors before Vona's forces can obtain it for their use.

EQUIPMENT & CHARACTER NOTES