

Cleric/Life Domain 4	Sage	Sully
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful Neutral	
Haman	Lawiui Neutrai	
RACE	ALIGNMENT	EXPERIENCE POINTS





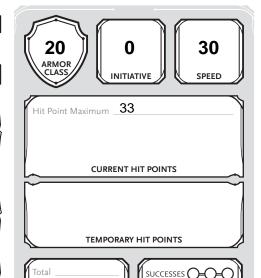
PROFICIENCY BONUS

- +3\_ Strength Dexterity +2 Constitution 0 Intelligence +5 Wisdom +4 Charisma
- 0 Acrobatics (Dex)

SAVING THROWS

- O +3 Animal Handling (Wis)
- +2 Arcana (Int)
- +3 Athletics (Str)
- +2 Deception (Cha)
- +2 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha) O 0 \_ Investigation (Int)
- +5 Medicine (Wis)
- 0 Nature (Int)
- +3 Perception (Wis)
- O +2 Performance (Cha)
- +4 Persuasion (Cha)
- O 0 Religion (Int)
- O 0 Sleight of Hand (Dex)
- O 0 Stealth (Dex)
- O +3 Survival (Wis)

**SKILLS** 



HIT DICE



FAILURES O=O

DEATH SAVES

I'm convinced that people are always trying to steal my secrets.

PERSONALITY TRAITS

Beauty. What is beautiful points us beyond itself toward what is true. (Good)

IDEALS

I've been searching my whole life for the answer to a certain question.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

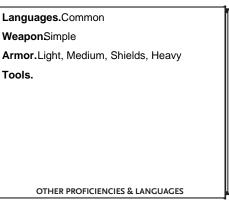
Channel Divinity: Turn Undead. As an action, you preser your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. 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.

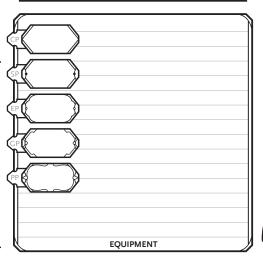
Disciple of Life. Also starting at 1st level, your healing spells are more e ective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level

Channel Divinity: Preserve Life. Starting at 2nd level, y 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 ve 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.

PASSIVE WISDOM (PERCEPTION) Languages.Common

Armor.Light, Medium, Shields, Heavy Tools.





**FEATURES & TRAITS** 



