

Patricia Maddick

CHARACTER NAME

Cleric/Life Domain 4

CLASS & LEVEL

Human

RACE

Sage

BACKGROUND

Lawful Neutral

ALIGNMENT

Sully

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

11

0

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +3 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☒ +5 Wisdom
- ☒ +4 Charisma

SAVING THROWS

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

SKILLS

20

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

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

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+5

1d6 +3 bludgeoning

ATTACKS & SPELLCASTING

Channel Divinity: Turn Undead. 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.

Disciple of Life. 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.

Channel Divinity: Preserve Life. 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.

13

PASSIVE WISDOM (PERCEPTION)

Languages.Common

Weapon.Simple

Armor.Light, Medium, Shields, Heavy

Tools.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



Patricia Maddick

CHARACTER NAME

23 years

AGE

5'4"

HEIGHT

124lbs

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Cleric

SPELLCASTING
CLASS

Wis

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Light
Mending
Guidance
Resistance

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Guiding Bolt

☐ Create or Destroy Water

☐ Cure Wounds

☐ Healing Word

4

7

4

8

2

3

☐ Zone of Truth

☐ Hold Person

☐ Spiritual Weapon

5

9

SPILLS KNOWN