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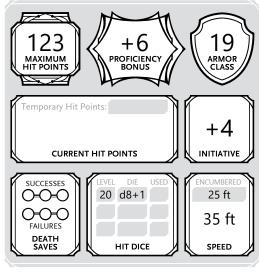
WISDOM

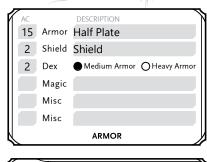
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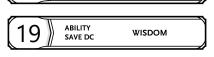
CHARISMA

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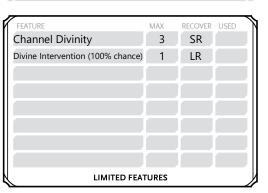
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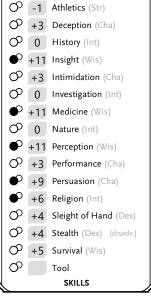


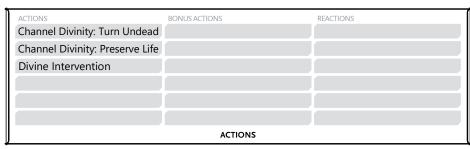


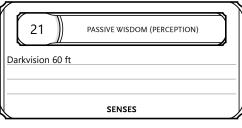
INSPIRATION

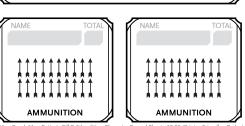






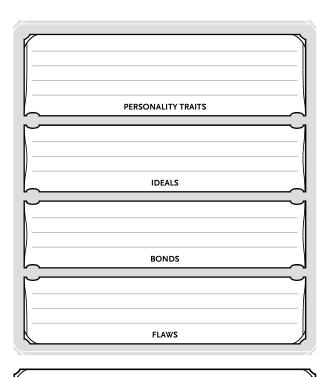






ATTACK NAIVIE	PROF ABILITY	KANGE	IOHII	DAIVIAGE	DAINIAGE ITPE			
Shortsword	√ Dex	Melee	+10	1d6+4	Piercing			
Finesse, light; Once per turn +2d8 DESCRIPTION	radiant dar	mage						
Sacred Flame	√ Wis	60 ft	DC 19	4d8	Radiant			
Dex save, no bonus from cover, success - no damage; 1 creature (PHB 272)								
A	TTACKS: WEAF	ONS & CANTRI	PS					

Cleric (Life Domain), level 20: • Spellcasting (Cleric 1, PHB 58) [5 cantrips known] I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability I can use a holy symbol as a spellcasting focus I can cast my prepared cleric spells as rituals if they have the ritual tag ◆ Bonus Proficiency (Life Domain 1, PHB 60) I gain proficiency with heavy armor • Disciple of Life (Life Domain 1, PHB 60) When I use a spell that restores hit points, it restores an additional 2 + spell level ◆ Channel Divinity (Cleric 2, PHB 58) [3× per short rest] I can channel divine energy to cause an effect; the save for this is my cleric spell DC ◆ Channel Divinity: Turn Undead (Cleric 2, PHB 59) As an action, all undead within 30 ft that can see/hear me must make a Wisdom save If an undead fails this save, it is turned for 1 minute or until it takes any damage Turned: move away, never within 30 ft of me, no reactions or actions other than Dash Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds • Channel Divinity: Preserve Life (Life Domain 2, PHB 60) [100 hit points] As an action, I can heal any creature within 30 ft of me up to half their maximum HP I divide the number of hit points among the creatures as I see fit • Destroy Undead (Cleric 5, PHB 59) [CR 4 or lower] An undead up to the CR above that fails its save when I use Turn Undead is destroyed • Blessed Healer (Life Domain 6, PHB 60) When I restore HP to another with a spell, I regain 2 + the spell's level in HP • Divine Strike (Life Domain 8, PHB 60) [+2d8 radiant damage] Once per turn, when I hit a creature with a weapon attack, I can do extra damage • Divine Intervention (Cleric 10, PHB 59) [100% chance, 1× per long rest] As an action, I can implore my deity for help; the DM determines the form of help Without intervention, I can retry after a long rest; otherwise, I have to wait a week • Supreme Healing (Life Domain 17, PHB 60) When I restore HP with a spell, I heal the maximum amount instead of rolling the dice **CLASS FEATURES**



Feature Name: Shelter of the Faithful

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.

BACKGROUND FEATURE

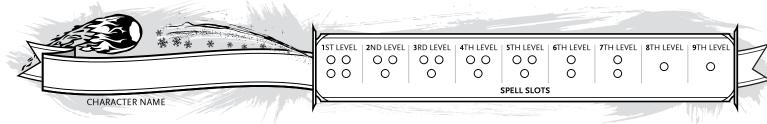
Wood Elf (+2 Dexterity, +1 Wisdom)

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, but I still need 8 hours for a long rest.

Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

RACIAL TRAITS

DVENTURING GEAR	#	LB	ADVENTURING GEAR	# LB	ADVENTURING GEAR #	LB
						(
						(
						_
						— r
						_
		-				WEIGHT CARRIED
		-				ENCUMBERED
	-	-			ATTUNED MAGICAL ITEMS	41 - 80 lb
						HEAVILY ENCUMBER
		-				81 - 120 lb
						PUSH/DRAG/LIFT
SUB	TOTAL			SUBTOTAL EQUIPMENT	SUBTOTAL	121 - 240 lb



	CLERIC Wisdom SPELLCASTING ABILITY 25 TO PREPARE	AT	+1′ TACK MC	-	SAVI	DC 1 NG THE	ROW DC	
	CANTRIPS			Y				_
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	_	Div	1 a	Touch	V,S	Conc, 1 min	P 2
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	_	Evoc	1 a	Touch	V,M	1 h (D)	P 2
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	_	Trans	1 min	Touch	V,S,M	Instantaneous	P 2
Sacred Flame	1 creature save or 1d8 Radiant dmg; no bonus for cover on save; +1d8 at CL 5, 11, and 17	Dex	Evoc	1 a	60 ft	V,S	Instantaneous	P 2
Spare the Dying	1 living creature with 0 current hp becomes stable	_	Necro	1 a	Touch	V,S	Instantaneous	P 2
	1ST LEVEL			<u>)</u>				
Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	_	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 2
Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P 2
Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	_	Evoc	1 a	Touch	V,S	Instantaneous	P 2
Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	_	Evoc	1 bns	60 ft	V	Instantaneous	P 2
	2ND LEVEL							
Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P 2
Hold Person	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P 2
Spiritual Weapon	Create weapon; spell atk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	_	Evoc	1 bns	60 ft	V,S	1 min	P 2
	3RD LEVEL							
Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max hp from any healing	_	Abjur	1 a	30 ft	V,S	Conc, 1 min	P 2
Mass Healing Word	6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp	_	Evoc	1 bns	60 ft	V	Instantaneous	P 2
Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	_	Evoc	1 a	Unlimited	V,S,M	1 rnd	P 2
	4TH LEVEL			**				
Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect	_	Abjur	1 a	Touch	V,S	8 h	P 2
Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	_	Div	1 a	Self	V,S,M	Instantaneous	P 2
Guardian of Faith	Place spectre; hostile crea in 10 ft of spectre save or 20 Radiant dmg; vanishes after it deals 60 dmg		Conj	1 a	30 ft	V	8 h	P 2
	5TH LEVEL			***				
Dispel Evil and Good	Cele., elem., fey, fiends, and undead dis. on attacks vs. you; end early for dismissal/break enchantment	_	Abjur	1 a	Self	V,S,M	Conc, 1 min	P 2
Flame Strike	10-ft rad 40-ft high all crea 4d6 Fire and 4d6 Radiant dmg; save halves; +1d6/SL Fire or Radiant	Dex	Evoc	1 a	60 ft	V,S,M	Instantaneous	P 2
Geas	1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P 2
Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	_	Evoc	1 a	60 ft	V,S	Instantaneous	P 2
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	_	Necro	1 h	Touch	V,S,M	Instantaneous	P 2
	6TH LEVEL							
Harm	1 crea 14d6 Necrotic dmg, reduce max hp by same; not <1 hp; save halves and no max hp reduce	Con	Necro	1 a	60 ft	V,S	Instantaneous	P 2
Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	_	Evoc	1 a	60 ft	V,S	Instantaneous	P 2
	7TH LEVEL			***				
Divine Word	Any crea save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Cha	Evoc	1 bns	30 ft	V	Instantaneous	P 2
Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	_	Trans		Touch	V,S,M	1 h	P 2
	8TH LEVEL			7				
Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	_	Abjur	1 a	10-ft rad	VSM	Conc, 1 h	P 2
Holy Aura	Any in area adv. on saves; dis. atks vs. targets; fiend/undead atk a target save or blinded (1000gp)		Abjur		30 ft		f Conc, 1 min	P 2
	9TH LEVEL			7				
Mass Heal	Heal up to 700 hp to any creatures in range; also cured of all diseases, blindness and deafness	_	Evoc	1 a	60 ft	V,S	Instantaneous	P 2
								_
								_ _