DUNGEONS & DRAGONS®

Oafer
CHARACTER NAME

Level 1 Cleric	Outlander	Sacrifice Domain
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Orc	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
15
+2

DEXTERITY
12
+1

CONSTITUTION
16
+3

INTELLIGENCE
8
-1

WISDOM
14
+2

CHARISMA
10
+0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS
- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ○ ____ Intelligence
- ◉ +4 Wisdom
- ◉ +2 Charisma

SKILLS
- ○ ____ Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ○ ____ Arcana (Int)
- ◉ +4 Athletics (Str)
- ○ ____ Deception (Cha)
- ○ ____ History (Int)
- ◉ +4 Insight (Wis)
- ◉ +2 Intimidation (Cha)
- ○ ____ Investigation (Int)
- ◉ +4 Medicine (Wis)
- ○ ____ Nature (Int)
- ○ ____ Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Religion (Int)
- ○ ____ Sleight of Hand (Dex)
- ○ DIS Stealth (Dex)
- ◉ +4 Survival (Wis)

12 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
Common - Orc - Infernal

Shields

Musical Instrument: Drum

Domain:
Proficiency with Martial Weapons and Heavy Armour

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18 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum ____
11
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ____
1d8
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8 S + 3
Hand Axe	+5	1d6 S + 3
Sacred Flame	DEX	1d8 Radiant

Hand Axe thrown 20/60

EQUIPMENT
CP
SP
EP
GP 10
PP

Chain Mail
Shield
Holy Symbol of Torm
4 Hand Axes
Travelers Clothes
a Hunting Trap
Explorer's Pack

I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

Greater Good: It is each person's responsibility to make the most happiness for the whole tribe

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it

BONDS

There's no room for caution in a life lived to the fullest

FLAWS

FEATURES & TRAITS
Race - Darkvision: 60'
Race: Relentless Endurance
- If you reduced to 0 HP can reduce to 1 HP instead. Can use once per long rest
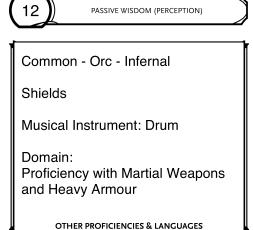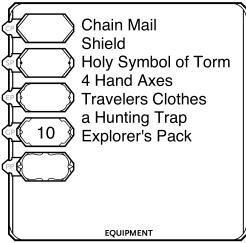
Race: Savage Attacks
- When you score Critical Hit with Melee attack, can roll one of the weapon's damage dice an additional time and add to extra damage of Crit.
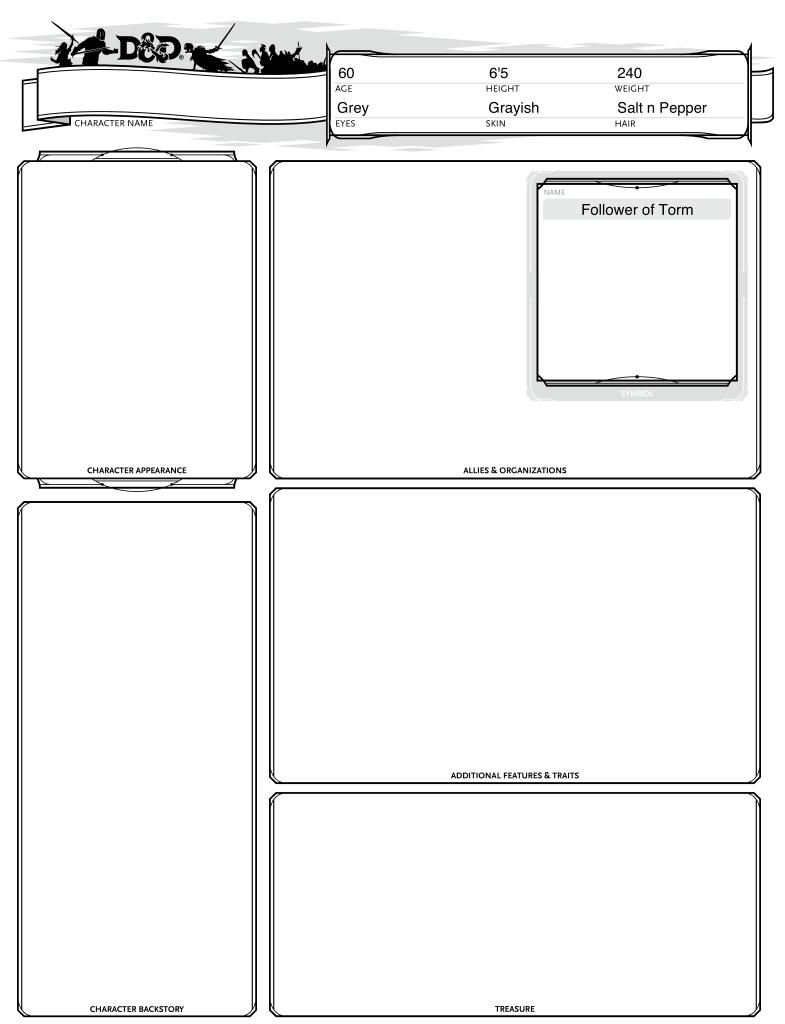
Tunnel Vision:
- When hit a creature in combat can sacrifice own hit points to deal extra damage on attack. 1 extra damage for each HP spent.
- or... When you touch a willing creature while casting a heal spell can use your own HP for extra healing. 1 hp for each 1 point of healing.

60	6'5	240
AGE	HEIGHT	WEIGHT
Grey	Grayish	Salt n Pepper
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

Follower of Torm

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Cleric

WIS	12	+4
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Guidance
- Sacred Flame
- Spare the Dying

SPELL LEVEL

1

SLOTS TOTAL	SLOTS EXPENDED
2	

PREPARED — **SPELL NAME**

- Domain: Chaos Bolt
- Domain: Colour Spray

SPELLS KNOWN

2

- Domain: Mirror Image
- Domain: Shatter

3

- Domain: Fireball
- Domain: Magic Circle

4

- Domain: Ice Storm
- Domain: Wall of Fire

5

- Domain: Cloudkill
- Domain: Wall of Force

6

7

8

9