

Oafer

CHARACTER NAME

Level 2 Cleric

CLASS & LEVEL

Half-Orc

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

Sacrifice Domain

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

12

+1

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ 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)

SKILLS

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

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

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Common - Orc - Infernal

Shields

Musical Instrument: Drum

Domain:

Proficiency with Martial Weapons and Heavy Armour

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

Chain Mail
Shield

Holy Symbol of Torm
4 Hand Axes

Travelers Clothes
a Hunting Trap
Explorer's Pack

10

EQUIPMENT

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.

FEATURES & TRAITS



CHARACTER NAME

60

AGE

Grey

EYES

6'5

HEIGHT

Grayish

SKIN

240

WEIGHT

Salt n Pepper

HAIR



CHARACTER APPEARANCE

NAME

Follower of Torm



SYMBOL

ALLIES & ORGANIZATIONS

Channel Divinity - 1 / rest

- Turn Undead per PHB

- Sacrifice Self: As an action, call upon the power of your deity and detonate yourself, releasing your life force in a thunderous blast. Each creature within 30 feet of you takes 2d12 force damage for each of your cleric levels.

For example, a 5th level cleric using this feature would deal 65 (10d12) force damage.

Taking this action kills the character instantly and it can't be brought back to life by anything short of a wish spell or divine intervention.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

- Guidance
- Sacred Flame
- Spare the Dying
-
-
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-
-

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

- PREPARED
- SPELL NAME
-
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- Domain: Chaos Bolt
- Domain: Colour Spray
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- Cure Wounds
- Healing Word
- Bane
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2

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- Domain: Mirror Image
- Domain: Shatter
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- Aid
- Enhance Ability
- Blindness/Deafness
- Prayer of Healing
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- Domain: Fireball
- Domain: Magic Circle
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- Domain: Ice Storm
- Domain: Wall of Fire
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- Domain: Cloudkill
- Domain: Wall of Force
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