







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

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.

FEAT: Tough

- HP increases by 2 for each level

LAST MAN STANDING

When an enemy reduces you to 0 hit points, you can use a reaction to make two melee attacks before falling unconscious. Doing so gives you one death saving throw failure. Once per long rest.

SAVING GRACE:

You can spend a Hit Die to reroll a saving throw, and you must use the new roll. Alternatively, as a reaction, you can have one ally within 30 feet of you reroll a saving throw by sacrificing one of your Hit Die, and the ally must use the new roll.

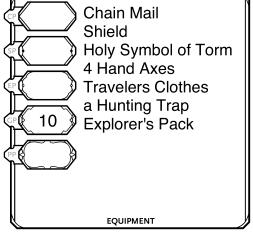
FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION) Common - Orc - Infernal Shields

Musical Instrument: Drum Domain:

Proficiency with Martial Weapons and Heavy Armour

OTHER PROFICIENCIES & LANGUAGES









Channel Divinity - 2 / rest

- Turn Undead per PHB
- Destroy Undead per PHB
- Sacrifice Self: As an action, call upon the power of your deity and detonate yourself, releasing your lifeforce 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

CANTRIPS	3 3	6	
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Guidance	- O	O	
Sacred Flame	Domain: Fireball	O	
Spare the Dying	O Domain: Magic Circle	O	
Resistance	- O	O	
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	Mass Healing Word	O	
	Revivify	O	
SPELL LEVEL	O Beacon of Hope		
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SPELL NAME	0		
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O Domain: Chaos Bolt		 0	
O Domain: Colour Spray	. O	O	
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O Cure Wounds	O Domain: Ice Storm		
O_Healing Word	O Domain: Wall of Fire		
O_Bane	_ O	O	
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O Domain: Mirror Image	5		
O Domain: Shatter			
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O Aid	O Domain: Cloudkill		
C Enhance Ability	Domain: Wall of Force		
O Blindness/Deafness	0		
O Prayer of Healing	0		
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