

Oafer

CHARACTER NAME

Level 8 Cleric

CLASS & LEVEL

Half-Orc

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

Sacrifice Domain

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

12

+1

CONSTITUTION

18

+4

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
 - ☐ Dexterity
 - ☐ Constitution
 - ☐ Intelligence
 - ☒ +5 Wisdom
 - ☒ +3 Charisma

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

18

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum

91

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

8d8

HIT DICE

SUCCESSSES

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

+6

1d8 S + 3

Hand Axe

+6

1d6 S + 3

Sacred Flame

DEX

2d8 Radiant

Hand Axe thrown 20/60

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Common - Orc - Infernal

Shields

Musical Instrument: Drum

Domain:

Proficiency with Martial Weapons and Heavy Armour

OTHER PROFICIENCIES & LANGUAGES

CP

Chain Mail

SP

Shield

EP

Holy Symbol of Torm

GP

4 Hand Axes

GP

Travelers Clothes

GP

a Hunting Trap

GP

Explorer's Pack

GP

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.

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



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 - 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



Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Guidance
- Sacred Flame
- Spare the Dying
- Resistance

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- 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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- 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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- Mass Healing Word
- Revivify
- Beacon of Hope
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- Domain: Ice Storm
- Domain: Wall of Fire
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- Death Ward
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- Domain: Cloudkill
- Domain: Wall of Force
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