DUNGEONS & DRAGONS®

Oafer
CHARACTER NAME

Level 6 Cleric	Outlander	Sacrifice Domain
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Orc	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

+3 PROFICIENCY BONUS

STRENGTH
15
+2

DEXTERITY
12
+1

CONSTITUTION
16
+3

INTELLIGENCE
8
-1

WISDOM
14
+2

CHARISMA
10
+0

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)

13 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 ____
63
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ____
6d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

ATTACKS & SPELLCASTING

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

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.

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.

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

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	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Guidance
- Sacred Flame
- Spare the Dying
- Resistance
- _____
- _____
- _____

SPELL LEVEL / SLOTS TOTAL / SLOTS EXPENDED

1 — 4

PREPARED — SPELL NAME

- _____
- _____
- Domain: Chaos Bolt
- Domain: Colour Spray
- _____
- Cure Wounds
- Healing Word
- Bane
- _____
- _____
- _____
- _____

2 — 3

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- _____
- Domain: Mirror Image
- Domain: Shatter
- _____
- Aid
- Enhance Ability
- Blindness/Deafness
- Prayer of Healing
- _____
- _____
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3 — 3

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- Domain: Fireball
- Domain: Magic Circle
- _____
- _____
- Mass Healing Word
- Revivify
- Beacon of Hope
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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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SPELLS KNOWN