

CHARACTER NAME

War Cleric - 5
CLASS & LEVEL

Scribe
BACKGROUND

Aasimar
RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

-1

9

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+4

18

CHARISMA

+1

12

INSPIRATION

+3

PROFICIENCY BONUS

+2 Strength

-1 Dexterity

+2 Constitution

+0 Intelligence

+7 Wisdom

+4 Charisma

SAVING THROWS

-1 Acrobatics (Dex)

+4 Animal Handling (Wis)

+0 Arcana (Int)

+5 Athletics (Str)

+1 Deception (Cha)

+0 History (Int)

+7 Insight (Wis)

+1 Intimidation (Cha)

+3 Investigation (Int)

+4 Medicine (Wis)

+0 Nature (Int)

+7 Perception (Wis)

+1 Performance (Cha)

+1 Persuasion (Cha)

+3 Religion (Int)

-1 Sleight of Hand (Dex)

-1 Stealth (Dex)

+4 Survival (Wis)

SKILLS

17

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Celestial

Armour: All armour, Shields

Weapons: Simple, martial
Tools: Calligrapher's Tools

OTHER PROFICIENCIES & LANGUAGES

18

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 48

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

Mace

ATK BONUS

+5

DAMAGE/TYPE

1d6+2 Bludgeoning

Sacred Flame

DC15 DEX

2d8 Radiant

Word of Radiance

DC15 CON

2d6 Radiant

ATTACKS & SPELLCASTING

CP

- Mace

SP

- Holy Symbol

BP

- Backpack

EP

- Blanket

FP

- Holy Water

GP

- Lamp

HP

- Rations (1 day)

IP

- Robe

JP

- Tinderbox

KP

- Calligrapher's Supplies

EQUIPMENT

TURN UNDEAD & SEAR UNDEAD | Channel Divinity
As a Magic action, you present your holy Symbol. Each Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it takes 4d8 Radiant damage, is Frightened and Incapacitated for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

DIVINE SPARK | Channel Divinity

As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

**You can use Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

CELESTIAL RESISTANCE |

You have Resistance to Necrotic and Radiant damage.

DARKVISION |

You have Darkvision up to 60 feet.

HEALING HANDS | (Once per Long Rest)

As a Magic action, you touch a creature and roll 3d4. The creature regains a number of Hit Points equal to the total rolled.

CELESTIAL REVELATION | (Once per Long Rest)

You can transform as a Bonus Action. The transformation lasts for 1 minute or until you end it. Two spectral wings sprout from your back temporarily. Until the transformation ends, you have a Fly Speed equal to your Speed.

In addition, once per turn when you deal damage with an attack or a spell, you can deal an extra 3 radiant damage to the target.

GUIDED STRIKE |

When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

FEATURES & TRAITS



CLERIC

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0 **CANTRIPS**

- Guidance
- Light
- Sacred Flame
- Spare the Dying
- Word of Radiance

1 **4**

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

SPELL NAME

- Bane
- Bless
- Cure Wounds
- Guiding Bolt
- Healing Word
- Shield of Faith

2 **3**

- Lesser Restoration
- Magic Weapon
- Prayer of Healing
- Silence
- Spiritual Weapon

3 **2**

- Crusader's Mantle
- Daylight
- Mass Healing Word
- Spirit Guardians

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