

Cleric 1

CLASS & LEVEL

Acolyte

BACKGROUND

Brandon

PLAYER NAME

Human Revenant

RACE

Lawful Neutral

ALIGNMENT

0

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

+1

12

**DEXTERITY**

0

10

**CONSTITUTION**

+2

14

**INTELLIGENCE**

+2

15

**WISDOM**

+3

16

**CHARISMA**

-1

8

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- \_\_\_ Dexterity
- +2 Constitution
- +2 Intelligence
- +5 Wisdom
- +1 Charisma

SKILLS

- \_\_\_ Acrobatics (Dex)
- \_\_\_ Animal Handling (Wis)
- \_\_\_ Arcana (Int)
- \_\_\_ Athletics (Str)
- \_\_\_ Deception (Cha)
- \_\_\_ History (Int)
- \_\_\_ Insight (Wis)
- \_\_\_ Intimidation (Cha)
- \_\_\_ Investigation (Int)
- \_\_\_ Medicine (Wis)
- \_\_\_ Nature (Int)
- \_\_\_ Perception (Wis)
- \_\_\_ Performance (Cha)
- \_\_\_ Persuasion (Cha)
- \_\_\_ Religion (Int)
- \_\_\_ Sleight of Hand (Dex)
- \_\_\_ Stealth (Dex)
- \_\_\_ Survival (Wis)

14 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 10

10 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8+2

1d8+2 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Spear	+3	1d6+1 piercing
Spear, thrown (20/60)	+3	1d6+1 piercing
Crossbow	+2	1d8 piercing

ATTACKS & SPELLCASTING

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

PERSONALITY TRAITS

Tradition: The ancient tradition of worship and sacrifice must be preserved and upheld.

IDEALS

I seek to restore an ancient covenant between the gods and mortals.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAWS

15 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Celestial, Draconic, Goblin, Dwarvish, Elvish

Blessings of Knowledge: You can double your proficiency bonus for any ability check you make using either History or Religion.

OTHER PROFICIENCIES & LANGUAGES

20 CP

8 SP

14 CP

PP

- A set of common clothes
- A suit of scale mail
- A set of vestments
- A spear
- A light crossbow, and a case of 20 bolts
- A shield
- A symbol of a monstrous eye
- A backpack
- A prayer book
- A book about famous dragons of the Sword Coast
- A bottle of ink
- An ink pen
- 10 sheets of parchment
- A little bag of sand
- A small knife
- 5 sticks of incense
- A belt pouch

EQUIPMENT

Unnatural Vitality: Whenever you drop to 0 hit points or fewer, you are dying but you can choose to remain conscious until you attempt your first death saving throw. If you remain conscious, you can take only one action before you attempt your first death saving throw.

Dark Reaping: If a creature within 30 feet of you is reduced to 0 or fewer hit points, you can deal an additional 1d8 + your constitution modifier necrotic damage to the next creature you hit in combat. After you use this ability, you can't use it again until you complete a short or long rest.

Cleric spellcasting (Wisdom): You may prepare a number of spells equal to your Wis bonus + Cleric level daily from the list of cleric spells. You can change your list of prepared spells when you finish a long rest.

Ritual Casting: You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting focus: You can use a holy symbol as a spellcasting focus for your cleric spells.

Divine Domain: Knowledge

You gain the domain spells command and identify. You always have these spells prepared as cleric spells and they don't count against the number of spells you can prepare each day.

Shelter of the Faithful: You command the respect of those who share your faith. You and your companions can expect to receive free healing at a temple or shrine of your faith, and those who share your religion will support you at a modest lifestyle.

FEATURES & TRAITS



25	5'9"	160
AGE	HEIGHT	WEIGHT
Black	White	Black
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

Syndra Sylvane: an old wizard and former adventurer who has made a generous donation to your temple, in hope of gaining your assistance with an urgent quest.

NAME

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SYMBOL

ALLIES & ORGANIZATIONS

Life in the cloister was nothing but steady, but 2 tendays ago, things got crazy. First came a rumor, followed a day later by verification: resurrection no longer worked, and everyone the temple had contact with who had ever been resurrected was getting sick. Deathly sick with a wasting disease. And as far as anyone could tell this curse was spread worldwide!

A wizard who had been raised years ago by Father Sheppen came to the temple, clearly succumbing to the disease and desperate for help. She poured more gold into the alms box than you had ever seen hoping your god, Oghma, the Lord of Knowledge, could provide guidance on how to find a cure.

After debating for a day behind closed doors, the senior Loremasters brought before the entire cloister an insane plan: Someone could face death in a ritual of passing, and report their findings from the other side, via the cloisters most powerful Augurs. However, with resurrection not working, this seemed certain to be a one way trip, so the entire cloister was permitted to vote whether to take this risk.

The vote passed, and lots were drawn. You pulled the short straw.

You faced the sacrificial rite bravely, praying to Oghma as the Tincture of Torpor slowed your heart, and your soul sank into the underworld, connected telepathically to the chief Augur.

You have only fuzzy memories of a strange machine pulling you toward a giant mouth. Then a giant eye opened and swallowed you into a stone maze. When you reached the center of the labyrinth, you woke up on the sacrificial altar, screaming the name "Savras" as a third eye opened in your forehead.

After discussing these visions with the Loremasters, you have determined that you must seek further answers in the distant forgotten realm of Chult.

CHARACTER BACKSTORY

Known facts: Savras is the Chultan god of wizards, fortune tellers, diviners and those who unflinchingly speak the truth regardless of whether listeners want to hear it. His symbol is a monstrous eye. Because of the circumstances of your return to life, you feel a strange connection to this god and have thrown yourself into his worship.

Ubtao is the old god of Chult, and his symbol is a stylized maze, which matches the imagery of your vision.

Chult was once home to great kingdoms, but they fell centuries ago. Now it is a tropical wilderness composed mostly of jungles, plateaus, impassable mountains, and belching volcanoes.

In recent years, your home city of Baldur's Gate and the Flaming Fist mercenary company (which more or less acts as the city's army) have established a stronghold on the coast of Chult from which they have been exploring, seeking treasure, and trading with the native merchant princes.

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

1 SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell name and prepared status

2

Table for level 2 spells with prepared status column

3

Table for level 3 spells with prepared status column

4

Table for level 4 spells with prepared status column

5

Table for level 5 spells with prepared status column

6

Table for level 6 spells with prepared status column

7

Table for level 7 spells with prepared status column

8

Table for level 8 spells with prepared status column

9

Table for level 9 spells with prepared status column

SPELLS KNOWN