

Cleric - Healer

CHARACTER NAME

Cleric 2

CLASS & LEVEL

PLAYER NAME

Aasimar

SPECIES

Hermit

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

12

+1

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☒ +5 Wisdom
- ☒ +3 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +3 Animal Handling WIS
- ☐ +4 Arcana INT
- ☐ -1 Athletics STR
- ☐ +1 Deception CHA
- ☒ +3 History INT
- ☐ +3 Insight WIS
- ☐ +1 Intimidation CHA
- ☐ +1 Investigation INT
- ☒ +5 Medicine WIS
- ☐ +1 Nature INT
- ☐ +3 Perception WIS
- ☐ +1 Performance CHA
- ☒ +3 Persuasion CHA
- ☒ +6 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +3 Survival WIS

SKILLS

+2

INITIATIVE

ARMOR

17

CLASS

Resistances - Radiant, Necrotic

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

17

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HIT POINTS

Total

2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR & WEAPONS ===

Light Armor, Medium Armor, Shields, Simple Weapons

=== TOOLS ===

Herbalism Kit

=== LANGUAGES ===

Common, Draconic, Elvish

=== ACTIONS ===

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

PROFICIENCIES & TRAINING

Channel Divinity • 2 / Long Rest [] []

As a Magic Action, Choose Divine Spark or Turn Undead.

Divine Spark. Choose a creature you can see within 30 ft. Choose:

* Restore HP 1d8+3

* Damage (radiant or Necrotic) 1d8+wis, CON save DC13, half damage on succes.

Turn Undead. Undead of your choice within 30 ft. must make a WIS save DC 13 or have the Frightened and Incapacitated conditions for 1 minute. Ends early if target takes damage or you become incapacitated

Healing Hands • 1 / Long Rest []

As Magic action, touch a creature, they regain 2d4 HP.

Celestial Revelation • 1 / Long Rest []

Transform for 1 minute

Spell attack Bonus: +5

Spell save DC: 13

Spell slots available: 3 [] [] []

Cantrips (at will): Guidance, Light, Sacred Flame, Spare the Dying, Word of Radiance

LVL 1 Spells (use spell slot): Bless, Cure Wounds, Guiding Bolt, Healing Word, Shield of Faith

ACTIONS

13

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Sacred Flame

DEX13

1d8 radiant

60ft, 1 target

Word of Radiance

CON13

1d6 radiant

Self/5ft. orb, multi target

Guiding Bolt (use spell slot)

+5

4d6 radiant

120 ft, next attack has advantage

WEAPON ATTACKS & CANTRIPS

