

	Name:	Balsar	Race:	Dragonborn Male	Class:	Cleric	Background:	Acolyte – Life Domain	
	Age: 16	Height: 6'9"	Weight: 250	Level:	2	Alignment:	LG (Deity: ????)		
	Eyes: Red; Skin: Bronze; Hair: Scale			Experience:	531	Languages:	Common, Draconic,		
	Personality: Tolerant of other faiths and respectful of worshipping other gods							Death Saves:	Successes:ΩΩΩ/Fails:ΩΩΩ
	HP Max & Hit Dice:		17 (2d8: Ω Ω)	Hit Points:		17	Temp HP:	Condition/Damage Type:	

Traits	Description	Bonuses
Extra Bonus Attack	Extra attack on bonus action but only 3 times per day	Ω Ω Ω
Channel Divinity	Hold holy symbol & say prayer for one of these affects 3 times per day: • Turn undead: all targets within 30' make Wisdom save or be turned for 1 min • Gain +10 to any attack role; ** MUST be used after you roll the attack and before DM says if you hit or not	Ω Ω Ω
Proficiencies	Proficient with Martial Weapons & Heavy Armor	Proficiency Bonus
Personality Traits	<u>Ideal:</u> I hope one day to rise to the top of my faith's religious hierarchy. <u>Bond:</u> I seek to preserve the sacred texts of my religion that my enemies hate and want to destroy. <u>Flaw:</u> Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.	None
Disciple of Life	All heal spells do an additional 2 + the level of the slot used	Heal 2 + Slot level used

Abilities & Mods	Saving Throws
Strength: 16 +3	+3
Dexterity: 14 +2	+2
Intelligence: 13 +1	+1
Wisdom: 16 +3	P +5
Constitution: 15 +2	+2
Charisma: 13 +1	P +3

Adv. vs Charm; Sleep immunity

Inspiration:	
Initiative (D):	+2
Proficiency Bonus:	+2
Passive Perception (w):	13

Skills	Speed: 30	Dark Vision 60'
Acrobatics (D) +2	P Insight (W) +5	Performance (Ch) +1
Animal Handling (W) +3	Intimidation (Ch) +1	Persuasion (Ch) +1
Arcana (I) +1	Investigation (I) +1	P Religion (I) +3
Athletics (S) +3	P Medicine (W) +5	Sleight of Hand (D) +2
Deception (Ch) +1	Nature (I) +1	Stealth (D) +2
P History (I) +3	Perception (W) +3	Survival (W) +3

Armor	Armor Class:	16	Proficient	Magic	Equipped	AC
Natural Resistance	Dragonborn resistance to own breath weapon (Lightening)		P	+0	Natural	-
Scale Mail Armor	Disadvantage on stealth rolls		P	+0	E	14+Dex Mod

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage
Breath Weapon (Lightening); Once per day - Ω; Dexterity Save	P	5x30'	1/1	+0	None	2d6 (increases at specific levels)
Warhammer (Versatile)	P	3'	1/1	+0	+5	1d8 + 3 or if two handed 1d10 + 3
Crossbow, Hand Bolts: 50	P	30/120	1/1	+0	+4	1d6 + 2

Spells	Slots: Level 1:	Ω Ω Ω	Level 3:	Spells Known:	7	Domain Spells:	2	Spell Attack Mod:	+5
	Level 2:		Level 4:		Spells Prepared:	5	Spell Save DC:	13	
P	L	Spells	Description	Cast Time	Range	Comp	Duration	Damage	Save
P	C	Light	Make object light up 20' radius; Dexterity save if at/on a creature;	Action	Touch	V,S,M	1 Hour	no	Dex
P	C	Sacred Flame	Flame like radiance on visible target in range. Radiant damage	Action	60'	V,S	Instant	1d8	Dex
P	C	Toll the Dead	Finger sound blast at target; Damage 1d8 or 1d12 if lower HP already (per lvl)	Action	60'	V,S	Instant	Necrotic	Wis
P	D	Bless	CONCENTRATE; 3 creatures get +1d4 to attack or save rolls; 3x/day Ω Ω Ω	Action	30'	V,S,M	<=1min	no	no
P	D	Cure Wounds	Heals 1d8 per spell slot used + Spell Attack Modifier; 3x/day Ω Ω Ω	Action	Touch	V,S	Instant	no	no
	1	Command	One word simple command to one living target per slot used	Action	60'	V	1 Round	Potential	Wis
	1	Guiding Bolt	Bolt from above; Also next attack roll gets advantage	Action	120'	V,S	1 Round	4d6+1d6/slot	no
	1	Healing Word	Visible target heals 1d4 (or per Slot>1) + your spellcasting ability modifier	Bonus	60'	V	Instant	no	no
	1	Inflict Wounds	Create wounds	Action	Touch	V,S	Instant	3d10+1d10/slot	no
	1	Protection	CONCENTRATION; Protects target from Evil/Good; (see book for advantages)	Action	Touch	V,S,M	<=10min		
	1	Sanctuary	Adds wisdom save to any attack against target creature; Drops if ward attacks	Bonus Action	30'	V,S,M	1 min	no	Wis
	1	Shield of Faith	CONCENTRATION - Target gains +2 to Armor Class for duration	Bonus Action	60'	V,S,M	<=10min	no	no

Spell Pouch		
Spell Name	Material Components Required	Quantity on Hand
Bless	To cast you need holy water	1 vial w 20 doses
Light	To cast you need firefly or phosphorescent moss	100
Sanctuary	Use one small silver mirror to cast	1
Protection From Evil/Good	To cast you need holy water (or powdered iron)	Bag of Powdered Iron 100 pinches
Shield of Faith	Need a small parchment with a bit of holy text written on it	1

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Coin & Treasure

Platinum:	3	Silver:	10	Treasure:
Gold:	30	Copper:	20	

Items	Description	Equipped
Healing	Healer's Kit: 10	
Potion	Grants experience enough to go up one level; Will not work above 4	
Potion	Healing potion for 2d4 per dose; Doses: 5	
Prayer Book	All prayers known; Also 5 sticks of incense	
Holy Symbol		E
Hunting gear	trap	
Clothing	Traveler's Clothes, Dark green travel cloak & hood; Leather/fur boots & bangles	E
Climbing Gear	Crowbar, hammer, 10 pitons, 50' rope	
Camping Gear	Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches	
Food	Water skin; Rations: 10	

Appearance:

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Background:

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To Do List	Description
Weapons	You may know where another Thordian Hammer is located, but you need to speak to a high cleric in a bigger town somewhere
Deity	Need you to pick you deity