


|   |                            |                            |                      |  |
|---|----------------------------|----------------------------|----------------------|--|
|  | <b>Name:</b> Lanco         | <b>Race:</b> Half-Elf Male | <b>Class:</b> Cleric | <b>Background:</b> Acolyte – War Domain          |
|   | Age: 17                    | Height: 5'3"               | Weight: 120lbs       | <b>Level:</b> 2                                  |
|   | Eyes: Blue;                | Skin: Tan;                 | Hair: Brown          | <b>Alignment:</b> LG (Deity: Thor)               |
|   | <b>Experience:</b> 682     |                            |                      | <b>Languages:</b> Common, Dwarvish, Elvish, Drow |
|   | <b>Personality Traits:</b> |                            |                      |  |
| <b>Hit Dice:</b>  | 2d8 - Ω Ω                  | <b>Hit Points:</b> 16      | <b>Condition:</b>    |  |
| <b>Hit Points Max:</b>  | 16                         | <b>Temp Hit Points:</b>    | <b>Death Saves:</b>  | Successes: Ω Ω Ω Fails: Ω Ω Ω                    |

| Cleric 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: <ul style="list-style-type: none"> <li>Turn undead: all targets within 30' make Wisdom save or be turned for 1 min</li> <li>Gain +10 to any attack role; ** MUST be used after you roll the attack and before DM says if you hit or not</li> </ul> | Ω Ω Ω   |
| Proficiencies      | Proficient with Martial Weapons & Heavy Armor  |         |

| Abilities & Mods    | Saving Throws |
|---------------------|---------------|
| Strength: 16 +3     | +3            |
| Dexterity: 14 +2    | +2            |
| Intelligence: 13 +2 | +2            |
| Wisdom: 16 +3       | +5            |
| Constitution: 13 +2 | +2            |
| Charisma: 13 +2     | +4            |

Adv. vs Charm;  
Sleep immunity

|                                |    |
|--------------------------------|----|
| <b>Inspiration:</b>            |    |
| <b>Initiative (D):</b>         | +2 |
| <b>Proficiency Bonus:</b>      | +2 |
| <b>Passive Perception (w):</b> | 13 |

| Skills                 | Speed: 30            | Dark Vision 60'        |
|------------------------|----------------------|------------------------|
| Acrobatics (D) +2      | P Insight (W) +5     | Performance (Ch) +2    |
| Animal Handling (W) +3 | Intimidation (Ch) +2 | Persuasion (Ch) +2     |
| Arcana (I) +2          | Investigation (I) +2 | P Religion (I) +4      |
| Athletics (S) +3       | P Medicine (W) +5    | Sleight of Hand (D) +2 |
| Deception (Ch) +2      | Nature (I) +2        | Stealth (D) +2         |
| P History (I) +4       | Perception (W) +3    | Survival (W) +3        |

|                  |                               |                   |              |                 |            |
|------------------|-------------------------------|-------------------|--------------|-----------------|------------|
| <b>Armor</b>     | <b>Armor Class:</b> 16        | <b>Proficient</b> | <b>Magic</b> | <b>Equipped</b> | <b>AC</b>  |
| Scale Mail Armor | Disadvantage on stealth rolls | P                 | +0           | E               | 14+Dex Mod |

| Weapons   | Proficient | Range  | Attacks | Magic | Attack Bonus | Damage                            |
|---|------------|--------|---------|-------|--------------|-----------------------------------|
| Short Sword (+1/+1) – need training to gain proficiency bonus | N          | 3'     | 1/1     | +1/+1 | +4           | 1d6 + 4                           |
| Thordian Grey Hammer (+1/+1)                                  | P          | 3'     | 1/1     | +1/+1 | +6           | 1d8 + 4 or if two handed 1d10 + 4 |
| Warhammer (Versatile)   | P          | 3'     | 1/1     | +0/+0 | +5           | 1d8 + 3 or if two handed 1d10 + 3 |
| Crossbow, Hand <b>Bolts:</b> 50                               | P          | 30/120 | 1/1     | +0/+0 | +4           | 1d6 + 2                           |

|               |                              |                 |                           |                         |                             |
|---------------|------------------------------|-----------------|---------------------------|-------------------------|-----------------------------|
| <b>Spells</b> | <b>Slots: Level 1:</b> Ω Ω Ω | <b>Level 3:</b> | <b>Spells Known:</b> 7    | <b>Domain Spells:</b> 2 | <b>Spell Attack Mod:</b> +5 |
|               | <b>Level 2:</b>              | <b>Level 4:</b> | <b>Spells Prepared:</b> 5 |                         | <b>Spell Save DC:</b> 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 | Shocking Grasp  | Touch for lightning damage; Advantage if target wearing metal armor           | Action       | Touch | V,S   | Instant  | 1d8/level      | no   |
| P | C | Sacred Flame    | Flame like radiance on visible target in range. Radiant damage                | Action       | 60'   | V,S   | Instant  | 1d8            | Dex  |
|   | 1 | Cure Wounds     | Heals 1d8 per spell slot used + Spell Attack Modifier                         | Action       | Touch | V,S   | Instant  | no             | no   |
| D | 1 | Divine Favor    | CONCENTRATION - All your attacks do extra 1d4 damage until spell ends         | Bonus Action | Self  | V,S   | <=1min   | +1d4           | no   |
|   | 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   |
| D | 1 | Shield of Faith | CONCENTRATION - Target gains +2 to Armor Class for duration                   | Bonus Action | 60'   | V,S,M | <=10min  | no             | no   |
|   | 1 |                 |   |              |       |       |          |                |      |
|   | 1 |                 |   |              |       |       |          |                |      |
|   | 1 |                 |   |              |       |       |          |                |      |

| Spell Pouch     |  |                  |
|-----------------|--|------------------|
| Spell Name      | Material Components Required                                 | Quantity on Hand |
| Light           | To cast you need firefly or phosphorescent moss              | 100              |
| Shield of Faith | Need a small parchment with a bit of holy text written on it | 1                |

| 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   |          |

| Coin & Treasure  |    |                |    |
|------------------|----|----------------|----|
| <b>Platinum:</b> | 1  | <b>Silver:</b> | 20 |
| <b>Gold:</b>     | 49 | <b>Copper:</b> | 20 |
| <b>Treasure:</b> |    |                |    |

|              |       |              |               |               |        |               |   |
|--------------|-------|--------------|---------------|---------------|--------|---------------|---|
| <b>Name:</b> | Lanco | <b>Race:</b> | Half-Elf Male | <b>Class:</b> | Cleric | <b>Level:</b> | 2 |
|--------------|-------|--------------|---------------|---------------|--------|---------------|---|

|                    |
|--------------------|
| <b>Appearance:</b> |
| <b>Background:</b> |

| 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 |
| Spells     | Need to pick 3 new 1st level spells  |
|            |  |
|            |  |
|            |  |