

Weisa

CHARACTER NAME

Cleric 1  
CLASS & LEVEL

LuchiaNanamii  
PLAYER NAME

Orc  
SPECIES

Acolyte  
BACKGROUND

(Milestone)  
EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

12

+1

CONSTITUTION

12

+1

INTELLIGENCE

13

+1

WISDOM

14

+2

CHARISMA

12

+1

- +2 Strength
- +1 Dexterity
- +1 Constitution
- +1 Intelligence
- +4 Wisdom
- +3 Charisma

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

+1  
INITIATIVE

ARMOR  
16  
CLASS

DEFENSES

HEROIC INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)  
SPEED

Max HP Current HP Temp HP  
9 --  
HIT POINTS

Total 1d8  
HIT DICE

SUCCESSES FAILURES DEATH SAVES

=== ARMOR ===  
Light Armor, Medium Armor, Shields

=== WEAPONS ===  
Simple Weapons

=== TOOLS ===  
Calligrapher's Supplies

=== LANGUAGES ===  
Common, Elvish, Orc

PROFICIENCIES & TRAINING

=== ACTIONS ===  
Standard 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

=== BONUS ACTIONS ===  
Adrenaline Rush • 2 / Short Rest  
As a Bonus Action, you can take the Dash action. When you do, you gain 2 Temporary HP.

You can use this trait 2 times, and you regain all uses after a Short or Long Rest.

=== SPECIAL ===

Relentless Endurance • 1 / Long Rest  
Once per Long Rest, when you're reduced to 0 HP but not killed outright, you can drop to 1 HP instead.

ACTIONS

12 PASSIVE PERCEPTION

14 PASSIVE INSIGHT

11 PASSIVE INVESTIGATION

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Mace	+4	1d6+2 Bludgeoning	Simple, Sap
Unarmed Strike	+4	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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todoelspamdesara  
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EXPERIENCE POINTS

=== CLERIC FEATURES ===

\* Core Cleric Traits • PHB-2024 69

\* Spellcasting • PHB-2024 69

\* Divine Order • PHB-2024 70

| Thaumaturge •

You know one extra cantrip from the Cleric spell list. You also have a +2 bonus to your Arcana and Religion checks.

=== ORC SPECIES TRAITS ===

\* Creature Type • PHB-2024 195  
You're a Humanoid.

\* Size • PHB-2024 195  
Your Size is Medium.

\* Speed • PHB-2024 195  
Your Speed is 30 ft.

\* Adrenaline Rush • PHB-2024 195  
As a Bonus Action, you can take the Dash action. When you do, you gain 2 Temporary HP.

You can use this trait 2 times, and you regain all uses after a Short or Long Rest.

| 2 / Short Rest • 1 Bonus Action

\* Darkvision • PHB-2024 195  
You have Darkvision with a range of 120 ft.

\* Relentless Endurance • PHB-2024 195  
Once per Long Rest, when you're reduced to 0 HP but not killed outright, you can drop to 1 HP instead.

| 1 / Long Rest • Special

=== FEATS ===

\* Acolyte Ability Score Improvements • PHB-2024 178

| Increase three scores (+1 / +1 / +1) •

\* Magic Initiate (Cleric) • PHB-2024 201  
Two Cantrips. You learn two cantrips of your choice from the Cleric spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Cleric spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Wisdom •

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	Holy Water	1	1 lb.
		Chain Shirt	1			
SP	0	Mace	1			
		Parchment	10			
EP	0	Backpack	1			
		Calligrapher's Supplies	1			
GP	15	Robe	1			
		Book	1			
PP	0	Holy Symbol	1			
		Holy Symbol	1			
	WEIGHT CARRIED	Rations	7			
	73 lb.	Robe	1			
	ENCUMBERED	Blanket	1			
	210 lb.	Tinderbox	1			
	PUSH/DRAG/LIFT	Lamp	1			
	420 lb.					

EQUIPMENT

ATTUNED MAGIC ITEMS

QTY WEIGHT

Weisa

CHARACTER NAME

Muller	56	Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good			Verdes	Gris
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
<input type="radio"/> Resistance	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 312	D: 1m, V/S
<input type="radio"/> Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB-2024 333	D: 1m, V
<input type="radio"/> Guidance	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 262	D: 1m, V/S
<input type="radio"/> Toll the Dead	Magic Initiate (Cleric)	WIS 12	1A	60 ft.	V,S	Instantaneous	PHB-2024 334	V/S
<input type="radio"/> Sacred Flame	Magic Initiate (Cleric)	DEX 12	1A	60 ft.	V,S	Instantaneous	PHB-2024 313	V/S
<input type="radio"/> Spare the Dying	Divine Order	--	1A	15 ft.	V,S	Instantaneous	PHB-2024 318	V/S
=== 1st LEVEL ===		2 Slots OO						
<input type="radio"/> Command	Cleric	WIS 12	1A	60 ft.	V	Instantaneous	PHB-2024 251	V
<input type="radio"/> Guiding Bolt	Cleric	+4	1A	120 ft.	V,S	1 round	PHB-2024 282	D: 1Rnd, V/S
<input type="radio"/> Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB-2024 259	V/S
<input type="radio"/> Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, V/S/M
<input type="radio"/> Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
<input type="radio"/> Bane	Cleric	CHA 12	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
<input type="radio"/> Protection from Evil and Good	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 309	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
<input type="radio"/> Bless	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S/M
<input type="radio"/> Sanctuary	Cleric	WIS 12	1BA	30 ft.	V,S,M	1 minute	PHB-2024 313	D: 1m, V/S/M
<input type="radio"/> Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB-2024 258	30 ft. Cube, V/S/M
<input type="radio"/> Detect Evil and Good	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Detect Magic [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB-2024 284	V
<input type="radio"/> Inflict Wounds	Cleric	CON 12	1A	Touch	V,S	Instantaneous	PHB-2024 288	V/S
<input type="radio"/> Healing Word	Magic Initiate (Cleric)	--	1BA	60 ft.	V	Instantaneous	PHB-2024 284	1/LR, V

SPELLS