DUNGEONS & DRAGONS®

Oafer

CHARACTER NAME

Level 4 Cleric	Outlander	Sacrifice Domain
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Orc	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 15 (+2)
DEXTERITY 12 (+1)
CONSTITUTION 16 (+3)
INTELLIGENCE 8 (-1)
WISDOM 14 (+2)
CHARISMA 10 (+0)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- +4 Wisdom
- +2 Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- +4 Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- +4 Insight (Wis)
- +2 Intimidation (Cha)
- ___ Investigation (Int)
- +4 Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- DIS Stealth (Dex)
- +4 Survival (Wis)

18 ARMOR CLASS
+1 INITIATIVE
30 SPEED

Hit Point Maximum

43
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total
4d8
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

I watch over my friends as if they were a litter of newborn pups

PERSONALITY TRAITS

Greater Good: It is each person's responsibility to make the most happiness for the whole tribe

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it

BONDS

There's no room for caution in a life lived to the fullest

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8 S + 3
Hand Axe	+5	1d6 S + 3
Sacred Flame	DEX	1d8 Radiant

Hand Axe thrown 20/60

ATTACKS & SPELLCASTING

12 PASSIVE WISDOM (PERCEPTION)

Common - Orc - Infernal

Shields

Musical Instrument: Drum

Domain:
Proficiency with Martial Weapons and Heavy Armour

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

Chain Mail
Shield
Holy Symbol of Torm
4 Hand Axes
Travelers Clothes
a Hunting Trap
Explorer's Pack

EQUIPMENT

Race - Darkvision: 60'
Race: Relentless Endurance
- If you reduced to 0 HP can reduce to 1 HP instead. Can use once per long rest

Race: Savage Attacks
- When you score Critical Hit with Melee attack, can roll one of the weapon's damage dice an additional time and add to extra damage of Crit.

Tunnel Vision:
- When hit a creature in combat can sacrifice own hit points to deal extra damage on attack. 1 extra damage for each HP spent.
- or... When you touch a willing creature while casting a heal spell can use your own HP for extra healing. 1 hp for each 1 point of healing.

FEAT: Tough
- HP increases by 2 for each level

FEATURES & TRAITS

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CHARACTER NAME

60	6'5	240
AGE	HEIGHT	WEIGHT
Grey	Grayish	Salt n Pepper
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

Follower of Torm

SYMBOL

ALLIES & ORGANIZATIONS

Channel Divinity - 1 / rest
- Turn Undead per PHB
- Sacrifice Self: As an action, call upon the power of your deity and detonate yourself, releasing your lifeforce in a thunderous blast. Each creature within 30 feet of you takes 2d12 force damage for each of your cleric levels.

For example, a 5th level cleric using this feature would deal 65 (10d12) force
damage.

Taking this action kills the character instantly and it can't be brought back to life by anything short of a wish
spell or divine intervention.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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Cleric

SPELLCASTING CLASS

WIS	12	+4
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

- Guidance
- Sacred Flame
- Spare the Dying

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

PREPARED | SPELL NAME

- Domain: Chaos Bolt
- Domain: Colour Spray
- Cure Wounds
- Healing Word
- Bane

2 — 3

- Domain: Mirror Image
- Domain: Shatter
- Aid
- Enhance Ability
- Blindness/Deafness
- Prayer of Healing

3

- Domain: Fireball
- Domain: Magic Circle

4

- Domain: Ice Storm
- Domain: Wall of Fire

5

- Domain: Cloudkill
- Domain: Wall of Force

6

7

8

9

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