

Firbolg

CHARACTER NAME

Cleric 6

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Firbolg

RACE

LN

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**

2

14

**DEXTERITY**

0

10

**CONSTITUTION**

3

16

**INTELLIGENCE**

1

12

**WISDOM**

3

17

**CHARISMA**

-1

8

**INSPIRATION**

3 **PROFICIENCY BONUS**

SAVING THROWS

- 2 Strength
- 0 Dexterity
- 3 Constitution
- 1 Intelligence
- 6 Wisdom
- 2 Charisma

SKILLS

- 0 Acrobatics (Dex)
- 3 Animal Handling (Wis)
- 1 Arcana (Int)
- 2 Athletics (Str)
- 1 Deception (Cha)
- 1 History (Int)
- 6 Insight (Wis)
- 1 Intimidation (Cha)
- 1 Investigation (Int)
- \_\_\_ Medicine (Wis)
- \_\_\_ Nature (Int)
- \_\_\_ Perception (Wis)
- \_\_\_ Performance (Cha)
- \_\_\_ Persuasion (Cha)
- \_\_\_ Religion (Int)
- \_\_\_ Sleight of Hand (Dex)
- \_\_\_ Stealth (Dex)
- \_\_\_ Survival (Wis)

18 **ARMOR CLASS**

0 **INITIATIVE**

30 **SPEED**

Hit Point Maximum 47

26 **CURRENT HIT POINTS**

0 **TEMPORARY HIT POINTS**

Total 6

6 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Grandfather bones has a meeting with everyone, at some point. I just make sure he keeps a good schedule. Not too early, and not too late

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+5	1d6+2 bludgeoning
Spiritual Weapon	+5	1d8+3 Force

Spiritual weapon not concentration - use it, its wicked good

ATTACKS & SPELLCASTING

**Hidden Step**  
- Bonus Action, turn invisible till next turn - Firbolg

**Powerful Bulid**  
- Carry cap one size larger - Firbolg

**Speech of beast and leaf**  
- Communicate to beast and plants, they understand, cant resond to me.

**Circle of Mortality**  
- Heal max when target 0hp

**Eyes of the Grave**  
- detect undead in 60ft not in cover

**Turn Undead**  
- all undead 30ft wis DC 14 turned 1min

**Path to the Grave**  
- Action, mark 1 enemy, next attack all damage is double

**Destroy Undead**  
- CR 1/2 fail turn undead, destroyed

**Sentinel at Deaths Door**  
- Reaction, turn crit on you or ally into normal attack. 3 / long rest

FEATURES & TRAITS

13 **PASSIVE WISDOM (PERCEPTION)**

Common, Elvish, Giant Light Armor, Medium Armor, Heavy Armor Simple Weapons

OTHER PROFICIENCIES & LANGUAGES

8 **Shield**

**Mace**

**Signal Whistle**

**Chain Mail**

**Priests Pack**

EQUIPMENT



# Cleric

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

## CANTRIPS

Guidance

Spare the Dying (30ft, bonus action - Grave Domain)

Thaumaturgy

Toll The Dead (60ft, Wis save DC14)

- 2d8+3 Necrotic if uninjured

- 2d12+3 Necrotic if injured

3

3

1

Clairvoyance

Revivify (free prepare)

Speak with Dead

Tongues

Vampiric Touch (free prepare)

- (+6 to hit, 3d6 Necrotic, heal half)

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

PREPARED

SPELL NAME

Bane (free prepare)

Command

Cure Wounds (1d8+3 - max if 0hp)

Detect Magic (1/ short rest)

Inflict Wounds (+6 to hit, 3d10 Necrotic)

4

7

2

3

0

Calm Emotions

Gentle Repose (free prepare)

Hold Person

Ray of Enfeeblement (free prepare)

Spiritual Weapon (1d8+3 magical/force)

- 60ft, hit on cast, bonus after, 20ft move

5

8

9

SPELLS KNOWN