

Polina

CHARACTER NAME

Cleric 3
CLASS & LEVEL

rewin123
PLAYER NAME

Human
SPECIES

Noble
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

13

+1

WISDOM

16

+3

CHARISMA

13

+1

- 1 Strength
- +0 Dexterity
- +3 Constitution
- +1 Intelligence
- +5 Wisdom
- +3 Charisma

Saving Throw Modifiers

SAVING THROWS

- +0 Acrobatics DEX
- +3 Animal Handling WIS
- +3 Arcana INT
- 1 Athletics STR
- +1 Deception CHA
- +3 History INT
- +5 Insight WIS
- +1 Intimidation CHA
- +1 Investigation INT
- +3 Medicine WIS
- +1 Nature INT
- +3 Perception WIS
- +1 Performance CHA
- +3 Persuasion CHA
- +1 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +3 Survival WIS
- _____
- _____
- _____

SKILLS

+0

INITIATIVE

ARMOR

16

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

27

--

HIT POINTS

Total

3d8

HIT DICE

SUCCESSSES



FAILURES



DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Dice Set

=== LANGUAGES ===

Common, Draconic, Dwarvish

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

=== SPECIAL ===

Channel Divinity • 1 / Short Rest

You can channel divine energy to fuel magical effects a number of times per short rest.

ACTIONS

13

PASSIVE PERCEPTION

15

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+2	1d8 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)
Mace	+1	1d6-1 Bludgeoning	Simple, Sap
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Polina

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== 1st LEVEL ===		4 Slots OOOO						
P Bless	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
P Cure Wounds	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
=== 2nd LEVEL ===		2 Slots OO						
P Lesser Restoration	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P Spiritual Weapon	Cleric (Always Prepared)	+5	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S

SPELLS