

Cleric

Class

3

Level

Human

Lineage

Watchman

Path

Path Upgrade

1,000

Experience Points

2,000

Next Level

CHARACTER NAME

PLAYER NAME

Δ TOTAL

3

STRENGTH
15

Modifier

+2

Temporary

DEXTERITY
8

Modifier

-1

Temporary

CONSTITUTION
10

Modifier

+0

Temporary

INTELLIGENCE
12

Modifier

+1

Temporary

WISDOM
18

Modifier

+4

Temporary

CHARISMA
12

Modifier

+1

Temporary

HP POINTS

24

ARMOR CLASS

18

RESISTANCE CLASS

18

DAMAGE THRESHOLD
18

AC + CON MOD

TEMPORARY

= 10 + 7 + 2 + -1 + + +

Armor

Shield

DEX

Natural Armor

Misc.

= 10 + 1 + 4 + 1 + + + 2

INT

WIS

CHA

Natural Armor

Misc.

CONDITION TRACKER

STABLE

0

-d4

-d6

-d10

INCAPACITATED

ALIGNMENT SCORE

1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25 26

ATTACK

TO HIT

DAMAGE

Warhammer

Melee
Ranged

+3

1d8+2

S
P
B

Special Properties

Weight Slots

2

Shield Bash

Melee
Ranged

+3

1d4+2

S
P
B

Special Properties

Weight Slots

2

Melee
Ranged

S
P
B

Special Properties

Weight Slots

SPELL

Δ

SPELL TYPE & ATTACK

Mass Healing Word

2Δ

Arcane
Natural
Orderly

1d4+4
healing

S
V
M

Special Properties

Range: 120ft (Target up to 6 creatures in range)

Cure Wounds

2Δ

Arcane
Natural
Orderly

2d8+4
healing

S
V
M

Special Properties

Range: Touch

Crusader's Mantle

4Δ

Arcane
Natural
Orderly

+1d4
radiant

S
V
M

Special Properties

Range: 60ft aura

INITIATIVE

-6

Proficiency
Bonus

+1

SPEED

25 0
10 10
SWIM CLIMB

REPUTATION

1

INSPIRATION

DOWNTIME
POINTS

CLASS FEATURES & ABILITIES

Faith: Cosmic (+1 Wisdom)

Channel Divinity: 4x/day

Pg. 79 (Battle Casting / Detect

Alignment / Divine Weapon / Turn

Undead / Bless Others / Curse Others)

FAILURE FEATURES

Roleplay - Divinity will guide me

On a crit fail related to Knowledge-Cosmic, the cleric instead succeeds through the intercession of their faith

Combat - Forgive my transgressions

When crit failing any type of attack roll, the cleric can choose to channel divinity to automatically succeed.

[illegible][illegible]

PROFICIENCIES

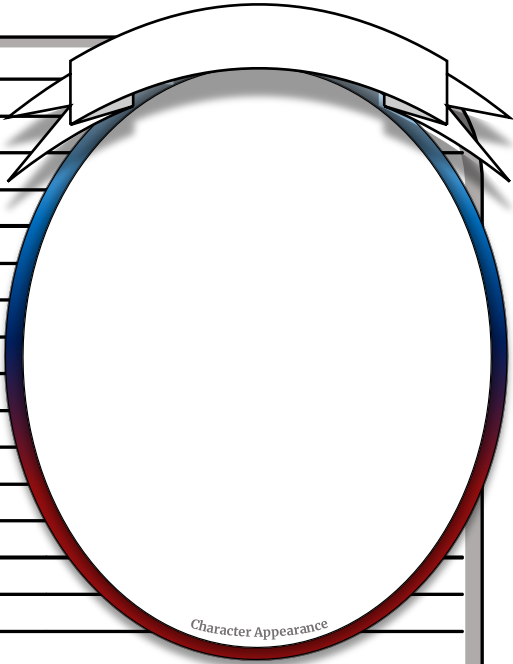
<p><input checked="" type="checkbox"/> Simple Weapons (nonmetal)</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p> <p><input checked="" type="checkbox"/> Martial Weapons</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p> <p><input type="checkbox"/> Exotic Weapons</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p>	<p><input checked="" type="checkbox"/> Tools <u>Medicine Kit</u></p> <p><input type="checkbox"/> Tools _____</p> <p><input checked="" type="checkbox"/> Light Armor</p> <p><input checked="" type="checkbox"/> Medium Armor</p> <p><input type="checkbox"/> Heavy Armor</p> <p><input checked="" type="checkbox"/> Shields</p> <p><input type="radio"/> _____</p> <p><input type="radio"/> _____</p> <p><input type="checkbox"/> Specialty Item</p> <p><input type="radio"/> _____</p>
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LANGUAGES	
<u>Common</u>	<u>R</u> <u>W</u>
<u>Orcish</u>	<u>R</u> <u>W</u>
<u>Celestial</u>	<u>R</u> <u>W</u>
_____	R W
_____	R W
_____	R W
_____	R W
_____	R W

Medium

AgeHeightWeight

EyesSkinHair



Character Appearance

A small toy that used to belong to a child you

Character Details

Plot Item: knew long ago.

TRAITS

Fey ancestry +2 RC
Agile (Proficient with Acrobatics and Acrobatics Specialization)
Extension Caster (Extension damage die reduced from 1d6 to 1d4)

R C

R C

R C

R C

R C

R C

R C

R C

R C

R C

DISADVANTAGE TRAIT:

PLAYER NAMES

CHARACTER NAMES

WORN GEAR

WEIGHT SCORE

EQUIPMENT

AMOUNT

WEIGHT SCORE

EQUIPMENT

AMOUNT

WEIGHT SCORE

CURRENCY



Splint mail 4



Leather pauldrons 2



Warhammer / Shield 4

Priest's Pack 2
Medicine Kit 1
1 diamond worth 300gp 0
Holy symbol 0

TOTAL WEIGHT SCORE → 13

STR ABILITY + SIZE MOD = MAX WEIGHT

15

0

15

CP

SP

GP168

PP

GEMS1

Cleric Class Abilities

Life Domain Cleric

A domain dedicated to the preservation of life, bringing light into the darkness, and order into chaos. Taking this domain grants the Cleric +1 to their Charisma ability score. All healing spells deal an extra 1d10 healing. Taking this domain requires the cleric to have a Good alignment score in order for them to gain these benefits.

Channel Divinity

Beginning at 2nd level, the cleric has the power to channel the raw untapped potential of arcane magic and transform it into something orderly (divine magic) by way of their faith. A cleric can channel divinity 4 times at level 2, 5 times at level 7, 6 times at level 14, and 7 times at level 17 per long rest.

A cleric can *Channel Divinity* during a combat encounter as a free action. Only one of the cleric's *Channel Divinity* features can be used in a round. The cleric may choose to use any of the *Channel Divinity* features multiple times within a combat scenario so long as they have uses of *Channel Divinity* available to them. The cleric may select from the following abilities:

- ✚ **Battle Casting** – While in *Combat*, the cleric can use their *Channel Divinity* to reduce a spell's cost by a number of Δ equal to their *Wisdom* modifier to a minimum of 1Δ .
- ✚ **Detect Alignment** – The cleric can detect the ever-moving nature of alignment within others within 60ft. This ability lasts for the duration of a combat encounter or until 10 minutes have passed. When the cleric uses this ability, the GM will tell them the alignment score of any targets within range.
- ✚ **Divine Weapon** – The cleric's main hand weapon becomes magical by the power of their faith. This ability lasts until the end of a combat encounter or when 10 minutes have passed.
- ✚ **Turn Undead** – The cleric adds their *Wisdom* modifier to their melee attack roll against an undead creature. If the attack matches or breaks the undead target's RC, the cleric may choose to turn the undead creature. When a creature is turned, it must spend its turns trying to move as far away from the cleric as possible and cannot willingly move to any space within 30 feet of the cleric. On its turn, it can only use its action points to move unless there is nowhere for the creature to move, at which point it can spend its action points to bolster its defenses.

✚ **Bless Others** – The cleric calls upon their faith to protect their allies. When the cleric selects an allied target they can see within 30 feet, they grant them a 1d4 bonus to their AC or RC that lasts until the end of the encounter or until 10 minutes have passed. Alternatively, the cleric may choose to bestow its blessing upon a willing target's alignment, reducing its total score by 1d4. The cleric cannot use *Bless Others* to affect the alignment of an unwilling creature. The cleric must have a *Good* alignment to use this ability.

✚ **Curse Others** – The cleric calls upon their faith to punish their foes. The cleric must select an enemy target they can see within 60ft. and make a spell attack roll against that creature's RC. On a successful attack roll, the creature is cursed and cannot be healed by magical means. The cleric gains 1 alignment's core point each time this *Channel Divinity* class ability is used.



CLERIC CLASS FEATURES

<u>Tier 1</u> Levels 1-5	<u>Tier 2</u> Levels 6-10	<u>Tier 3</u> Levels 11-15	<u>Tier 4</u> Levels 16-20
<input type="checkbox"/> Channel Darkness <input type="checkbox"/> Channel Light <input type="checkbox"/> Channel Order & Balance <input type="checkbox"/> Divine Healing I <input type="checkbox"/> Immolate I <input type="checkbox"/> Revitalize I <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell	<input type="checkbox"/> Diving Healing II <input type="checkbox"/> Immolate II <input type="checkbox"/> Improved Divine Weapon I <input type="checkbox"/> Revitalize II <input type="checkbox"/> Sacrifice <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell	<input type="checkbox"/> Channel Solidarity <input type="checkbox"/> Divine Healing III <input type="checkbox"/> Heavy Armor Proficiency <input type="checkbox"/> Immolate III <input type="checkbox"/> Improved Divine Weapon II <input type="checkbox"/> Resurrection <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell	<input type="checkbox"/> Divine Healing IV <input type="checkbox"/> Harmonize Magic <input type="checkbox"/> Mass Immolate <input type="checkbox"/> Improved Divine Weapon III <input type="checkbox"/> Mass Resurrection <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell

Listed on the following page are your *CLASS FEATURE* options for your character.

You gain a *Class Feature* at every odd level. Since you are starting with a Level 3 character, you will select *TWO Class Features*. If you do not want to take one of the items listed below, you may choose to select one of these following traits:

- ☐ Class Skill
- ☐ Trained Skill
- ☐ Trait
- ☐ Additional Spell

Tier 1 Class Features

Channel Darkness

Each time the cleric uses this class feature, their alignment score goes up by 1. When using the *Channel Divinity* ability, you may also select from the following options:

Channel Darkness

The cleric is able to extract unholy necrotic energy into themselves, healing $5d6 + \text{Wisdom Modifier}$ hit points.

Aura of Darkness

The cleric is able to create an aura of magical darkness 15 feet from them in all directions that lasts until the end of the encounter or 10 minutes, whichever is first. The cleric and all allied creatures within the cleric's aura gain vision in magical darkness and are favored (+d6) on attack rolls toward any creatures inside the aura. This ability is negated when a stronger light aura or light spell is imposed upon it. Only one aura can be active at a time.

Channel Light

A cleric who has an alignment score that is equal to or higher than their *Charisma* ability score cannot use this class feature. When using the *Channel Divinity* ability, you can also select from the following options:

Channel Light

The cleric is able to extract divine energy into themselves, healing $3d6 + \text{Wisdom Modifier}$ hit points.

Aura of Light

The cleric is able to create an aura of magical light 30 feet from the cleric in all directions that lasts until the end of the encounter or 10 minutes, whichever is first. All creatures within the cleric's aura gain 5 hit points at the start of their turn each round. This ability is negated when a stronger darkness aura or darkness spell is imposed upon it. Only one aura can be active at a time.

Channel Order & Balance

When using the *Channel Divinity* ability, you can also select from the following options:

Reciprocating Attack

When the cleric is moved down the condition tracker from a spell's condition effect, they can *Channel Divinity* to impose the same status effect on the creature who attacked them. The effects of the

spell attack follow the same parameters of the attacker's spell.

Aura of Balance

The cleric is able to create a 15ft aura of pale silver light that spreads in all directions from the cleric. The cleric and all allies within this aura gain damage reduction 5 for the duration of combat or until 10 minutes have passed, whichever comes first. Only one aura can be active at a time.

Divine Healing I

A cleric who has an alignment score that is equal to or higher than their *Charisma* ability modifier cannot use this class feature. Divine light pours from the cleric through their *Orderly* spellcasting. When the cleric uses *Channel Divinity*, they can use *Divine Healing* on one creature they can touch with a number of d8s equal to their *Wisdom* modifier. For example, a cleric with a *Wisdom* 16(+3) rolls $3d8$ healing.

Alternatively, the cleric can choose to expend a *Channel Divinity* to cast a *Healing*-type spell without expending a spell slot.

You must take *Divine Healing I* in order for you to take *Divine Healing II*.

Immolate I

The cleric's feels the unholy call to prevent the light from spreading. When a creature in the cleric's line of sight attempts to heal itself in any way, the cleric can use *Channel Divinity* to transform the effects of the healing into an equivalent amount of necrotic damage. If the ability knocks the target down to 0 hit points, it is now completely under the cleric's command and classified as an undead creature with undead traits. The undead creature also shares the cleric's initiative and proficiency during combat. Once the combat encounter ends or 10 minutes have passed, whichever is first, the undead creature under the cleric's command is destroyed. When the cleric uses this ability, their alignment score goes up by 1.

You must take *Immolate I* in order for you to take *Immolate II*.

Revitalize I

The cleric can expend 2Δ on their turn to revitalize a creature they can touch. When the cleric revitalizes a target, radiant light glows from their hand and energizes their target. The cleric completely removes one conditional effect of their choice that is removable.



CLERIC SPELLS

Crusader's Mantle

Orderly | Combat | Evocation | Type: Attack – Aura

Casting Time – 4Δ

Range – Self

Components – V

Duration – Concentration, up to 1 minute

Damage – None

Condition – Buff (1d4 radiant damage)

Targets – All allies within a 60-foot aura centered on you

Holy power radiates from you in an aura with a 30-foot radius that awakens boldness in your allies. Until the spell ends, the aura moves with you, centered on you. While you or any allies are within the aura deals an extra 1d4 radiant damage when it hits with a weapon attack.

Extension Casting

- 5Δ – Damage die increases to 2d4 radiant.
- 6Δ – Damage die increases to 3d4 radiant.
- 6Δ – Aura radius increases to 50 feet.
- 7Δ – Damage die increases to 4d4 radiant.
- 9Δ – Damage die increases to 4d4 radiant and the aura's radius increases to 50 feet.

Cure Wounds

Nature & Orderly | Hybrid | Evocation | Type: Defense – Healing

Casting Time – 2Δ

Range – Touch

Components – V, S

Duration – Instantaneous

Damage – None

Condition – None

Targets – 1 creature

Radiant energy fills your hands as you touch a creature to replenish a number of hit points equal to 2d8 + your spellcasting ability modifier. This spell deals damage to undead, constructs, and creatures with an evil alignment score.

Extension Casting

- 3Δ – You heal 3d8 + your spellcasting ability modifier to a single creature.
- 4Δ – You heal 4d8 + your spellcasting ability modifier to a single creature.
- 5Δ – You heal 5d8 + your spellcasting ability modifier to a single creature.
- 6Δ – You heal 6d8 + your spellcasting ability modifier to a single creature.
- 7Δ – You heal 7d8 + your spellcasting ability modifier to a single creature.

Death Ward

Orderly | Combat | Abjuration | Type: Defense

Casting Time – 5Δ

Range – Touch

Components – V, S

Duration – 8 hours

Damage – None

Condition – Casting this spell inflicts 1 alignment point on the caster.

Targets – None

You touch a creature and grant it a measure of protection from death for the spell's duration. Since this spell negates the effects of death, it is considered deeply unnatural and inflicts the caster with an alignment score point as if it were a *Necromancy* spell.

The first time the target under the effects of this spell would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends. A condition effect that takes a target to 0 hit points is removed as the player regains 1 hit point.

Extension Casting

- 6Δ – The duration of the *Death Ward* improves to 12 hours.
- 7Δ – The duration of the *Death Ward* improves to 1 day.

Mass Healing Word

Nature & Orderly | Hybrid | Evocation | Type: Defense – Healing

Casting Time – 2Δ

Range – 60 feet

Components – V

Duration – Instantaneous

Damage – None

Condition – None

Targets – Any creatures of your choice that can hear you that within range

As you call out words of restoration, up to 6 creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Extension Casting

- 3Δ – You heal 3d4 + your spellcasting ability modifier to a maximum of 7 creatures who can hear you within range.

- ✦ 4Δ – You heal 4d4 + your spellcasting ability modifier to a maximum of 8 creatures who can hear you within range.
- ✦ 5Δ – You heal 5d4 + your spellcasting ability modifier to all creatures who can hear you within range.

Revive

Nature & Orderly | Hybrid | Conjuration | Type: Defense

Casting Time – 4Δ

Range – Touch

Components – V, S, M (must use a diamond worth 300gp, which the spell consumes)

Duration – Instantaneous

Damage – None

Condition – None

Targets – 1 creature you can touch

You touch a creature that has died within the last minute. That creature then returns to life with 1 hit point. This spell can't return a creature to life that has died of old age, nor can it restore any missing body parts.

Extension Casting

- ✦ 5Δ – You are able to add 1d8 + spellcasting ability modifier to the total hit point the target receives upon returning.
- ✦ 7Δ – You are able to revive a creature that has died within the last 10 minutes
- ✦ 9Δ – You are able to revive a creature that has died within the last hour.

Spirit Guardians

Orderly | Hybrid | Conjuration | Type: Defense

Casting Time – 4Δ

Range – Self (15-foot radius)

Components – V, S, M (a holy symbol)

Duration – Concentration, up to 10 minutes

Damage – 4d8 radiant or 4d8 necrotic

Condition – Slowed (Halved speed). Selecting an evil spirit guardian inflicts 1 alignment score point on the caster.

Targets – None

You call forth spirits to protect you. They fit around you to a distance of 15 feet for the spell's duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. When an affected creature enters the spell's range, you must make a spell attack roll targeting their AC and RC. On a successful attack roll against the creature's AC, it takes 4d8 radiant damage (if you are good or neutral)

or 4d8 necrotic damage (if you are evil). On a failed spell attack roll, the creature takes half as much damage. When you successfully attack the creature's RC, its speed is halved while it is within the spell's range.

Extension Casting

- ✦ 5Δ – The spell's damage increases to 5d8 radiant or necrotic.
- ✦ 6Δ – The spell's damage increases to 6d8 radiant or necrotic.
- ✦ 7Δ – The spell's damage increases to 7d8 radiant or necrotic.
- ✦ 8Δ – The spell's damage increases to 8d8 radiant or necrotic.
- ✦ 9Δ – The spell's damage increases to 9d8 radiant or necrotic.
- ✦ 10Δ – The spell's damage increases to 10d8 radiant or necrotic.