DUNGEONS & DRAGONS®

Kleon, Kháron Követe

CHARACTER NAME

Grave Cleric 8	Acolyte
CLASS & LEVEL	BACKGROUND
Variant Human	Lawful Neutral
RACE	ALIGNMENT

+3 PROFICIENCY BONUS

INSPIRATION

STRENGTH 10 (+0)
- +0 SAVING THROWS
- +0 ATHLETICS

DEXTERITY 14 (+2)
- +2 SAVING THROWS
- +2 ACROBATICS
- +2 SLEIGHT OF HAND
- +2 STEALTH

CONSTITUTION 14 (+2)
- +2 SAVING THROWS

INTELLIGENCE 10 (+0)
- +0 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +0 NATURE
- +3 RELIGION

WISDOM 22 (+6)
- +9 SAVING THROWS
- +6 ANIMAL HANDLING
- +9 INSIGHT
- +9 MEDICINE
- +9 PERCEPTION
- +6 SURVIVAL

CHARISMA 10 (+0)
- +3 SAVING THROWS
- +0 DECEPTION
- +0 INTIMIDATION
- +3 PERFORMANCE
- +0 PERSUASION

19 PASSIVE WISDOM (PERCEPTION)

19	+2	30
ARMOR CLASS	INITIATIVE	SPEED

HIT POINT MAXIMUM 59

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8 x D8 + 2

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

Nem érdekelnek az evilági örömök, és nem barátkozom nagyon senkivel. Hiábavalóság ezen a pillanatnyi világon kötelekékeket kialakítani.

PERSONALITY TRAITS

Mindenki meghal.

IDEALS

Az Univerzum Rendjének szolgálója vagyok, azért kell dolgoznom, hogy a lelkek kövessék sorsukat.

BONDS

Nyugtalan leszek a túlságosan életteli, lelkes, energikus emberektől. Természetellenes.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Spell Attack	+9	
Spell Save	DC 17	

Spellcasting: Your Spell slots:
1st level slots: O O O O
2nd level slots: O O O
3rd level slots: O O O
4th level slots: O O
You regain all expended spell slots when you finish a long rest.

ATTACKS & SPELLCASTING

Channel Divinity: You can use Turn Undead or Path to the Grave as an action. You can use Channel Divinity twice, and regain uses after a short rest.

Turn Undead: Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Path to the Grave: Choose one creature you can see within 30 feet of you. The next time you or an ally of yours hits the creature with an attack before the end of your next turn, the creature has vulnerability to all of that attack's damage.

Circle of Mortality: When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. Your "Spare the Dying" cantrip has a range of 30 feet, and can be cast as a bonus action.

Eyes of the Grave: Action. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. Can be used 6 times, all uses regained after a long rest.

Sentinel at Death's Door: As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn it into a normal hit instead. Can be used 6 times, all uses regained after a long rest.

Potent Spellcasting: +6 Damage with cleric cantrips.

Armor Proficiency: Light and medium armors, shields

Weapon Proficiency: Simple weapons

Tool Proficiency: Drum, Vehicles (water)

OTHER PROFICIENCIES & LANGUAGES

Preparing and Casting Spells: You prepare 14 cleric spells that are available for you to cast, choosing from all spells in the cleric list. You can change your list of prepared spells when you finish a long rest, by praying for at least 1 minute per spell level for each spell on your list. You can not change your Domain spells.
Ritual Casting: You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

War Caster: You have advantage on Constitution saving throws to maintain concentration on a spell when you take damage.
You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Equipment: Half plate armor, holy symbol, shield

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Cleric

SPELLCASTING CLASS

Wis	17	+9
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Spare the Dying (30 feet range, bonus action)
- Thaumaturgy
- Mending
- Guidance
- Toll the Dead (Potent cantrip: +6 damage)

Az alábbi lista egy lehetséges példa memorizáció.
(A pöttyözöttek a kötelező domain spellek).

SPELLS KNOWN

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

PREPARED | SPELL NAME

- (●) Bane (domain) (conc)
- (●) False Life (domain)
- ( ) Purify Food and Drink (ritual)
- ( ) Detect Magic (ritual)
- ( ) Detect Poison and Disease (ritual)
- ( ) Cure Wounds
- ( ) Bless (conc)

2 — 3

- (●) Gentle Repose (domain) (ritual)
- (●) Ray of Enfeeblement (domain)
- ( ) Augury (ritual)
- ( ) Spiritual Weapon (bonus)
- ( ) Silence (ritual) (conc)
- ( ) Prayer of Healing (cannot be used in combat)

3 — 3

- (●) Vampiric Touch (domain) (conc)
- (●) Revivify (domain)
- ( ) Mass Healing Word (bonus)
- ( ) Dispel Magic
- ( ) Spirit Guardians (conc)

4 — 2

- (●) Death Ward (domain)
- (●) Blight (domain)
- ( ) Divination (ritual)
- ( ) Banishment (conc)

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Toll the Dead

Necromancy cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

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