

# Light Cleric of Helm

**INSPIRATION**

**PASSIVE SENSES**

INVESTIGATION (INT)

PERCEPTION (WIS)

INSIGHT (WIS)

**HIT DICE**

DEATH SAVED

TEMP HP

CURRENT HP

MAX HP

NAME

BACKGROUND

LANGUAGES

LEVEL

RACE

EXPERIENCE

**INTELLIGENCE**

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

SAVING THROWS

**DEXTERITY**

ACROBATICS

SLEIGHT OF HAND

STEALTH

SAVING THROWS

**CONSTITUTION**

SAVING THROWS

**STRENGTH**

ATHLETICS

SAVING THROWS

**CHARISMA**

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

SAVING THROWS

**WISDOM**

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

SAVING THROWS

**MISC RACIAL BONUSES**

**SAVING THROW & ABILITY CHECK MODIFIERS**

Advantages:

Disadvantages:

Proficiencies

A armor:

Weapons:

Other:

AC

INITIATIVE

SPEED

**Actions**

Standard Actions: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with Object PHB 192

**SPECIAL ACTION: CHANNEL DIVINITY**

To Use: 1 Action + 1 Channel Divinity Charge (see left). Range: 30 ft. Saves: Vs your Spell Save DC. Recharge: Short/Long Rest. PHB 58

**Turn Undead:** Each undead that can see/hear you in range makes a WIS save. Fail: Turned for 1 min/until it takes dmg. Turned being must spend its turns moving as far away from you as it can, can't willingly move to a space in range of you. Can only use Dash action (or Dodge if no space to move). Can't use reactions. Lvl 5+: **Destroy Undead:** On a fail vs Turn Undead, creatures at/below a certain Challenge Rating (CR) are destroyed. (Cleric Lvl: CR rating (or blow) destroyed: 5th: 1/2, 8th: 1, 11th: 2, 14th: 3, 17th: 4). PHB 59

**Radiance of the Dawn:** Dispel any magical darkness in range. Each hostile being in range not in total cover makes CON save. Fail: 2d10 + cleric lvl Radiant damage Success: 1/2 damage. PHB 61

**REACTION: WARDING FLARE**

WIS mod x/long rest. When attacked by a blinding, visible being w/in 30 ft., use reaction to put disadvantage on the attack roll. Lvl 6+: can also use on a creature other than you. PHB 61

**DIVINE INTERVENTION**

Lvl 10+: 1 Action. Describe help you want. Roll d100. If <= Cleric Lvl, deity intervenes (DM says how). Lvl 20: Auto succeeds. Recharge: 7 days. On fail: Recharge: Long rest.

**CORONA OF LIGHT**

Lvl 17+: 1 Action. Duration: 1 min, or 1 Action to dismiss. Range: 60 ft radius bright light, 30 ft. radius dim light beyond that. Foes in bright light: disadvantage vs radiant/fire spells

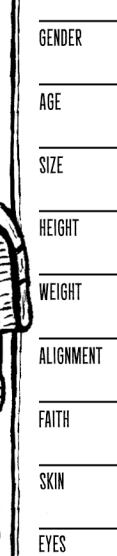
**Main Weapons**

NAME	TO HIT	DAMAGE	RANGE	DAMAGE TYPE	NOTES

\*Attunement. Limit: 3 magic items attuned at a time. DMG 136

**Feats & Misc Abilities**

Shelter of the Faithful: Can perform the religious ceremonies of Helm. You & your party get free healing at a Helmite temple (but you must give any mats needed for spells). More to see, PHB 127



GENDER \_\_\_\_\_

AGE \_\_\_\_\_

SIZE \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_


ALIGNMENT \_\_\_\_\_

FAITH \_\_\_\_\_

SKIN \_\_\_\_\_

EYES \_\_\_\_\_

HAIR \_\_\_\_\_

A black and white line drawing of a wooden chest. The chest has a lid with a latch and a handle. A label on the front of the chest reads "DONATION LEDGER". Below the chest, a sign reads "Alms Box".

ALLIES & ORGS

Temple of Helm

A decorative page for 'MISCELLANEOUS NOTES'. The page has a black border with a skull at the top-left, a star with an eye at the top-right, a star with an eye at the bottom-left, and a skull at the bottom-right. A central banner contains the text 'MISCELLANEOUS NOTES'. The page is otherwise blank, with some faint horizontal lines suggesting a writing area.

## Sail Helm!

## LIGHT DOMAIN SPELLS

CLERIC LVL	SPELLS
1st	Light, Burning Hands, Faerie Fire
3rd	Flaming Sphere, Scorching Ray
5th	Daylight, Fireball
7th	Guardian of Faith, Wall of Fire
9th	Flame Strike, Scrying

<sup>+</sup>Does not count toward # prepped, still burns spell slots to use

## Favorite Spells

## POTENT SPELLCASTING

Lvl 8: Add WIS mod to dmg from any cleric cantrip

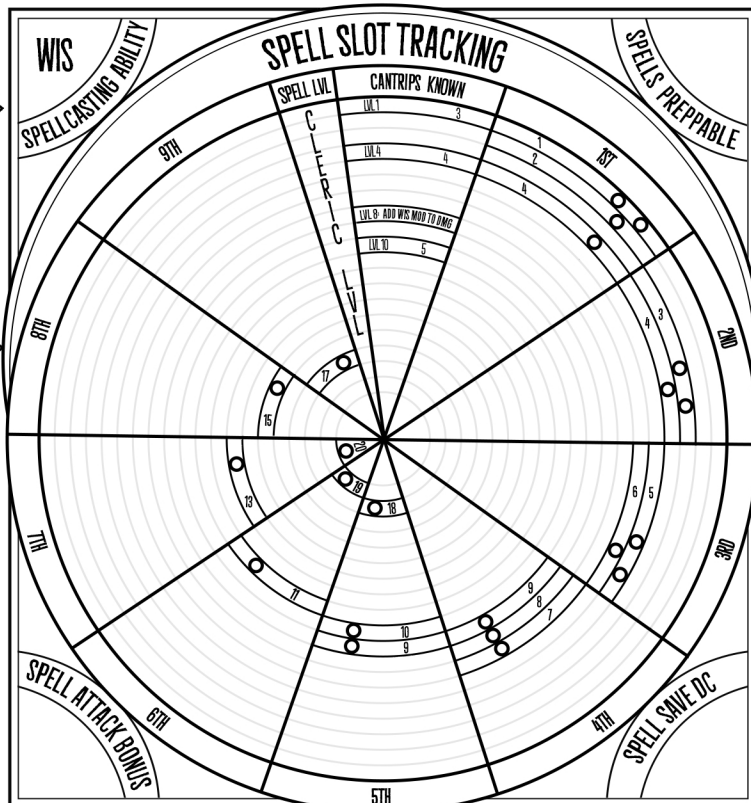
## DAMAGE SPELLS

[illegible]

## DEBUFF SPELLS

[illegible]

© © 0

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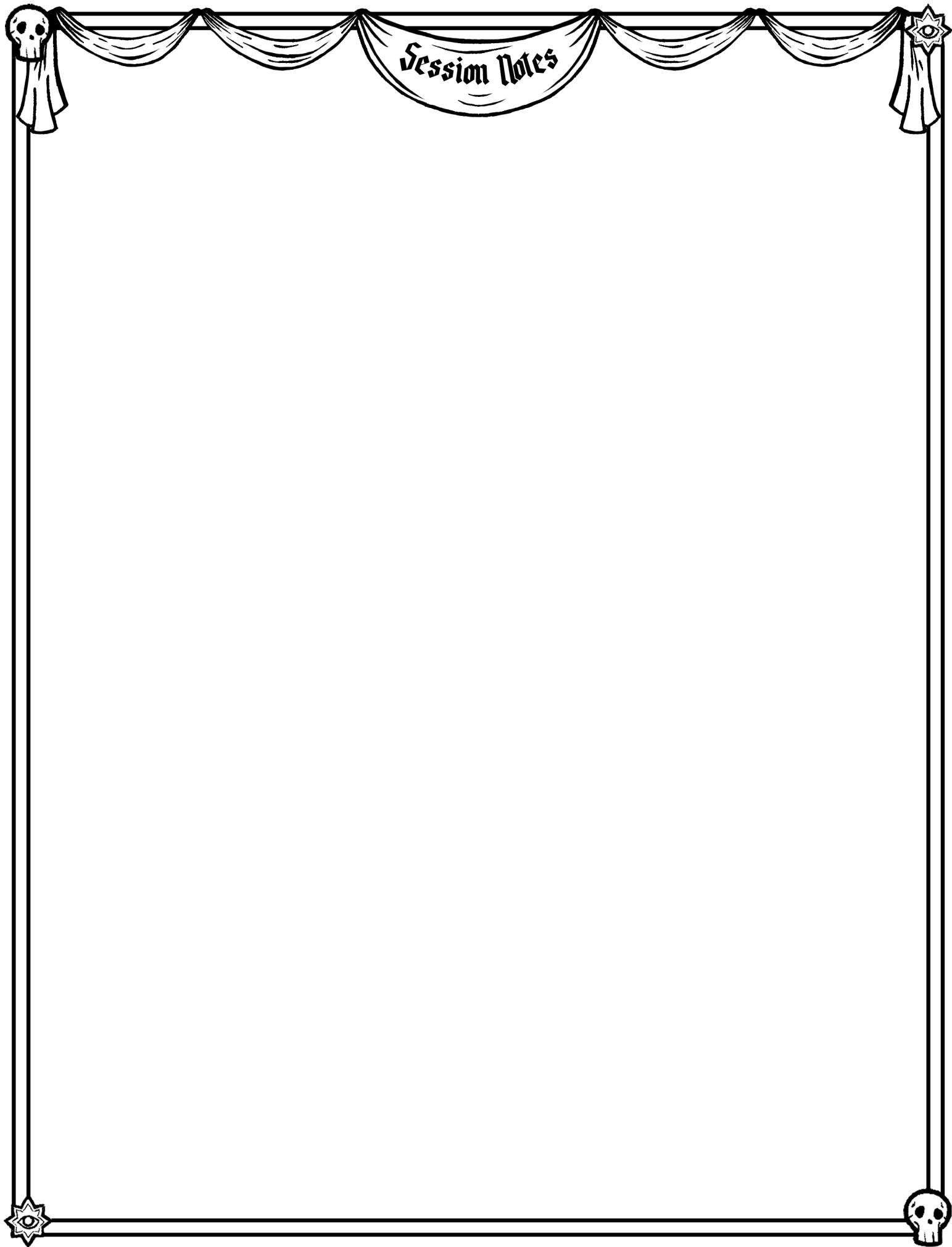
✚ ✚ HEALING SP

[illegible]

## △ BUFF SPELLS

[illegible]

\*Spell Composition. If an “\*” follows, spell needs consumable materials beyond just holy symbol focus. See additional notes or PHB for what



# *Session Notes*





*Session Notes*

Lined area for writing notes, consisting of multiple horizontal lines.

