

INSPIRATION

PASSIVE SENSES

15 PERCEPTION (WIS)

15 INSIGHT (WIS)

10 INVESTIGATION (INT)

the Acolyte

BACKGROUND

LANGUAGES

Common
Halfling
Draconic
Sylvan

Light Cleric of Helm

HIT DICE

108

1 LEVEL

Stout Halfling

RACE

EXPERIENCE

PROF BONUS +2

WISDOM +3

INTELLIGENCE

+0

10

ARCANA +0

HISTORY +0

INVESTIGATION +0

NATURE +0

RELIGION +2

SAVING THROWS +0

DEXTERITY

+3

16

ACROBATICS +3

SLEIGHT OF HAND +3

STEALTH +3

SAVING THROWS +3

CONSTITUTION

+1

13

SAVING THROWS +1

STRENGTH

-1

8

ATHLETICS -1

SAVING THROWS -1

CHARISMA

+1

13

DECEPTION +1

INTIMIDATION +1

PERFORMANCE +1

PERSUASION +3

SAVING THROWS +3

WISDOM

+3

16

ANIMAL HANDLING +3

INSIGHT +5

MEDICINE +3

PERCEPTION +5

SURVIVAL +3

SAVING THROWS +5

SENSES

None

DEFENSES

Resistance: Poison

MISC RACIAL BONUSES

Lucky: If you roll a 1 for an attack roll, ability check, or saving throw, you can reroll. Must use the new roll

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours

INITIATIVE

+3

AC

16

SPEED

25 FT

SAVING THROW & ABILITY CHECK MODIFIERS

Advantages: Poison, Frightened

Disadvantages: None

PROFICIENCIES

Armor: Light, Medium, Shields

Weapons: Simple

Other: None

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

Main Weapons

NAME	TO HIT	DAMAGE	RANGE	DAMAGE TYPE	NOTES
Crossbow, Light	+5	1d8+3	80/320	Piercing	Simple, Two-handed, Ammunition, Loading
Mace	+1	1d6-1	Melee	Bludgeoning	Simple
Sacred Flame	DEX 13	1d8	60	Radiant	V.S. No benefit to target from cover. No dmg on save
Unnamed Strike	+1	1-1	Melee	Bludgeoning	Damage = 1 + Strength Modifier

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

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

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*

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. PHB 59

CORONA OF LIGHT

Lvl 17+: 1 Action. **Duration:** 1 min, or 1 Action to dismiss. **Range:** 60 ft radius bright light, 30 ft dim light beyond that. Foes in bright light: disadvantage vs radiant/fire spells. PHB 61

CHARGE

2ND LVL

6TH LVL

10TH LVL



I see omens in every event and action. The gods try to speak to us, we just need to listen.
Nothing can shake my optimism.

PERSONALITY

Charity. I always try to help those in need, no matter what the personal cost. (Good)

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

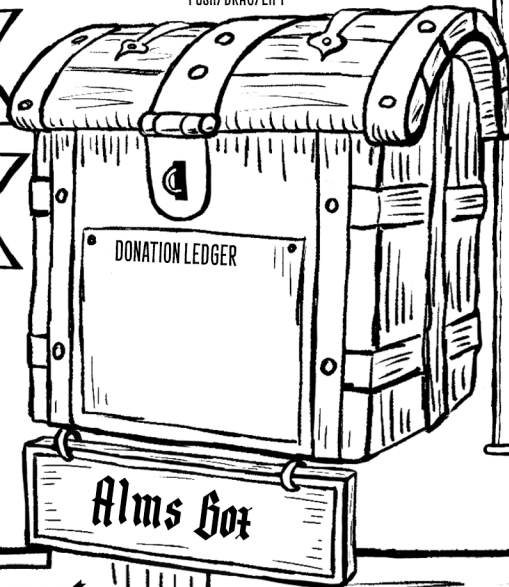
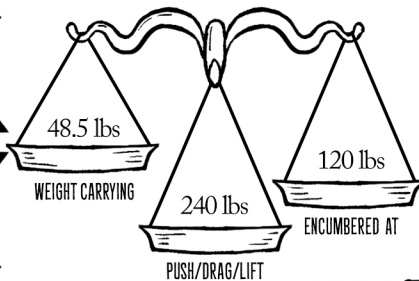
BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.

FLAWS

CHARACTER PORTRAIT

1,000 CP = 1 PP	100 SP = 1 PP	20 EP = 1 PP	10 GP = 1 PP	
CP	-- SP	-- EP	15 GP	-- PP



Male (he/him)

GENDER

54

AGE

Small

SIZE

4 ft

HEIGHT

58 lbs

WEIGHT

Lawful Good

ALIGNMENT

Helmite

FAITH

Freckly Tanned Peach

SKIN

Green

EYES

Light Brown

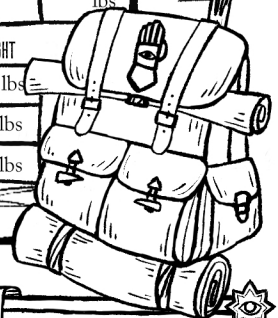
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Equipment

NAME	QUANTITY	WEIGHT
Shield	1	6 lbs
Leather Armor	1	10 lbs
Mace	1	4 lbs
Crossbow, Light	1	5 lbs
Crossbow Bolts	20	1.5 lbs
Backpack	1	5 lbs
Clothes, Common	1	3 lbs
Amulet	1	1 lbs
Alms Box	1	-- lbs
Vestments	1	-- lbs
Holy Symbol	1	-- lbs
Blanket	1	3 lbs
Candle	10	-- lbs
Rations (1 day)	2	4 lbs
Tinderbox	1	1 lbs

NAME	QUANTITY	WEIGHT
Waterskin	1	5 lbs
Block of Incense	1	-- lbs
Censer	1	-- lbs
		lbs
		lbs
		lbs
		lbs
		lbs
		lbs
		lbs

ATTUNED MAGIC ITEMS	WEIGHT
	lbs
	lbs
	lbs



ALLIES & ORGS

Temple of Helm

MISCELLANEOUS NOTES

Hail 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

FREE* & ALWAYS DRESSED

POTENT SPELLCASTING

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

Favorite Spells

DAMAGE SPELLS

[illegible]

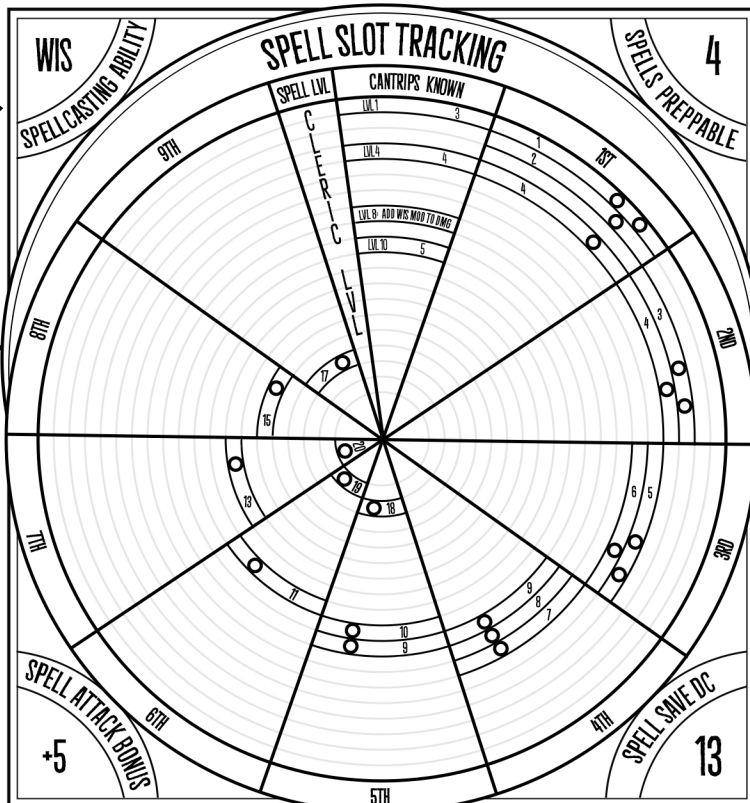
DEBUFF SPELLS

[illegible]

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[illegible]

SPELL SLOT TRACKING



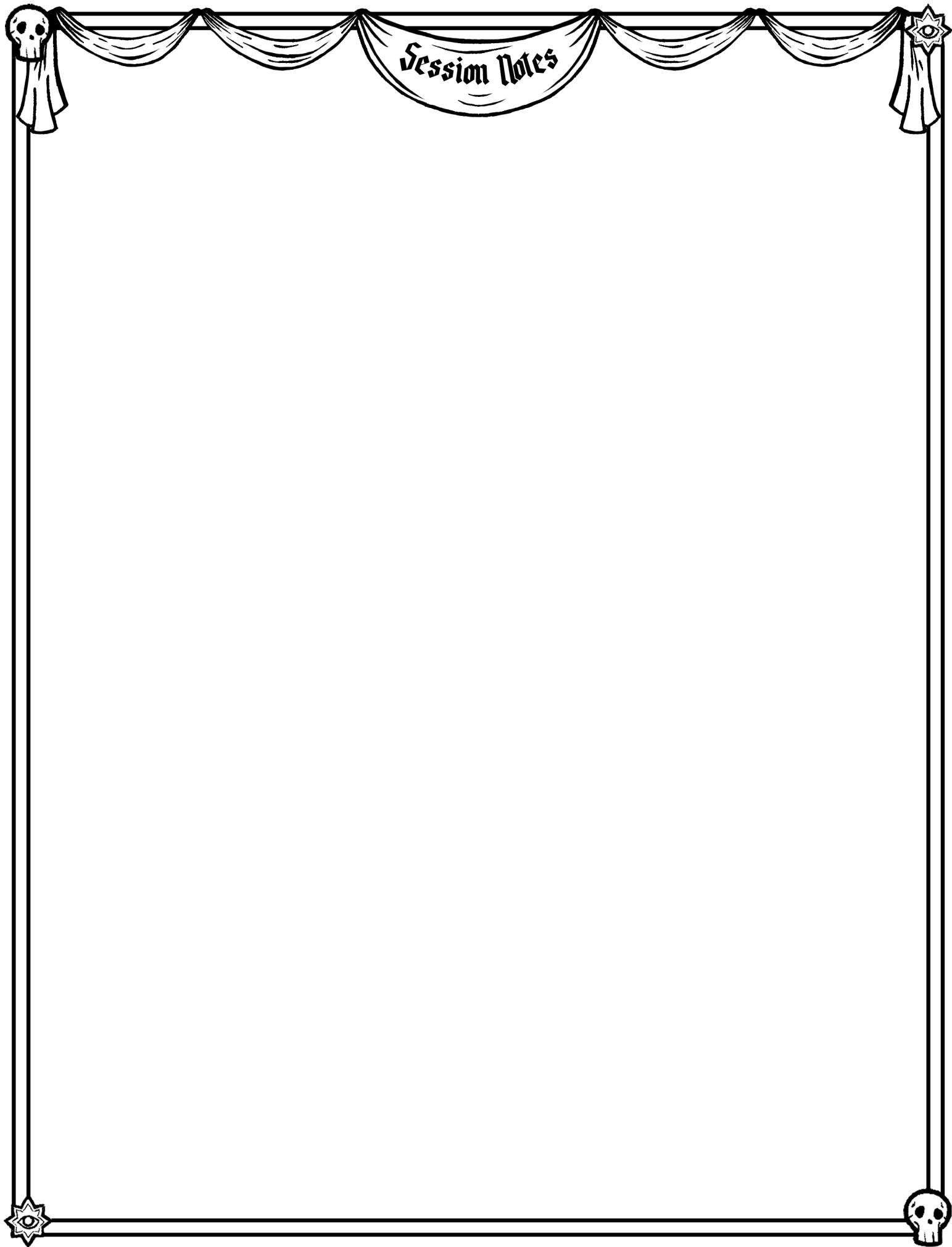
HEALING SPELLS

[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 25 horizontal lines.

