

Dr. Oonie

Character Name

14

Str

+2

10

Dex

0

12

Con

+1

11

Int

0

16

Wis

+3

16

Cha

+3

Saving Throws

+2

Strength

+0

Dexterity

+1

Constitution

+0

Intelligence

+6

Wisdom

+6

Charisma

8th Level Cleric

Level and Class

Tiefling

Race

LG

Alignment

Skills

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

+6 Insight (Wis)

Intimidation (Cha)

Investigation (Int)

+6 Medicine (Wis)

Nature (Wis)

Perception (Wis)

Performance (Cha)

+9 Persuasion (Cha)

+3 Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

13 Passive Wisdom (Perception)

Acolyte

Background

34,000

Experience

16

Armor Class

0

Initiative

30ft

Speed

51

Max hp

51

Current Hit Points

Hit Die

Total

Used

d8

8

Equipment

2 Holy Symbols

Prayer book

5 sticks + 2 blocks of incense

2 sets of Vestments

Common clothing

15 gp

Mace

Light hammer

Shield

Scale Mail

Priest's Pack

Backpack and Blanket

Tinderbox and 10 candles

Alms box

2 days of rations

Censer

Waterskin

Mace of Smiting

2 Scrolls of Lesser Restoration

Potion of Greater Healing

Racial Traits

Darkvision (60 ft)

Hellish Resistance (fire resistance)

Infernal Legacy (see spellcasting)

Class Features

Shelter of the Faithful

Destroy Undead (CR 1 or lower)

Cleric of Mitra: Sworn enemy of Set

Cleric Domain: Law

Detect Chaos (Once per long rest)

Divine Strike

Channel Divinity (2 times per rest)

CD: Turn Undead

CD: Speak the truth

CD: Intimidating presence

Proficiencies

Proficiency Bonus +3

Light / Medium armor and shields

Simple weapons

Feats/Notes

Doubled proficiency in Persuasion

SpellCasting

Cleric Wis 14 +6

Infernal Legacy Cha 14 +6

Spellcasting Class Ability Save DC Atk Bonus

Spells Known

Cantrips

Mending

Spare the Dying

Sacred Flame (2d8)

Light

1st Level

Slots: 4

Charm Person (Domain spell)

Identify (Domain spell)

Cure Wounds

Healing Word

Protection from Evil and Good

Inflict Wounds

2nd Level

Slots: 3

Prayer of Healing

Silence

Hold person

Calm emotions (Domain spell)

Zone of Truth (Domain spell)

3rd Level

Slots: 3

Sending (Domain spell)

Tongues (Domain spell)

Mass Healing Word

Spirit Guardians

4th Level

Slots: 2

Compulsion (Domain spell)

Divination (Domain spell)

Death Ward

Guardian of Faith

Infernal Legacy

Slots: 1

Thaumaturgy

Hellish Rebuke

Darkness

6th Level

Slots: 1

Personality/Ideals/Bonds/Flaws

Inspiration

Personality: Quiet yet aggressive when angered
Ideals: I serve my religion unwaivering. It's all I have.
Bonds: I prefer not to make a scene, if possible.
Flaws: I keep everything hidden from everyone including those I trust.

Languages

Common

Infernal

Elvish

Celestial

Sylvan