

Dr. Oonie

Character Name

8th Level Cleric

Level and Class
 Race: Tiefling Alignment: LG

Acolyte

Background
 34,000 Experience

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

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)

16
 Armor Class

0
 Initiative

30ft
 Speed

51
 Max hp

51
 Current Hit Points

Hit Die	Total	Used
d8	8	

Attacks				
Weapon	Bonus	Damage	Range	Type
Mace	+5	1d6+2		b
Light Hammer	+5	1d4+2	20/60 ft	b
Mace of Smiting	+6	1d6 +3		b

Combat Notes	
Light hammer can be thrown	Mace of Smiting
Sworn Enemy of Set	+3 vs constructs
Divine Strike	Additional 7 damage on a "20"
	Additional effects on constructs

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

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

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:		
Thaumaturgy			
Hellish Rebuke			
Darkness			
6th Level	Slots:		