

Ben

CHARACTER NAME

Cleric 5 / Barbarian 10

CLASS & LEVEL

High Elf

RACE

Criminal

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+1

12

CONSTITUTION

+4

18

INTELLIGENCE

+0

11

WISDOM

+0

10

CHARISMA

+0

10

0

INSPIRATION

+5

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +1 Dexterity
- ☐ +4 Constitution
- ☐ +0 Intelligence
- ☒ +5 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

12

ARMOR CLASS

+1(A)

INITIATIVE

40

SPEED

Hit Point Maximum 100

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d8 + 10d12

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: Describe how your character behaves, interacts with others

PERSONALITY TRAITS

TODO: Describe what values your character believes in.

IDEALS

TODO: Describe your character's commitments or ongoing quests.

BONDS

TODO: Describe your character's interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatclub

+5

1d8/b

Armor: Padded Armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons, shields, simple weapons, martial weapons, longswords, shortwords, shortbows, longbows.

Languages:

Common, Elvish, [choose one]

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries


EQUIPMENT

(See Features Page)

--Battlerager Armor
--Battlerager Charge
--Brutal Critical
--Cantrip**
--Channel Divinity (1x/SR)
--Channel Divinity: Radiance of the Dawn
--Channel Divinity: Turn Undead
--Criminal Contact
--Danger Sense
--Darkvision (60')
--Destroy Undead (CR 1/2)
--Extra Attack (2x)
--Fast Movement
--Feral Instinct
--Fey Ancestry
--Rage (+3, 4x/LR)
--Reckless Abandon
--Reckless Attack
--Trance
--Unarmored Defense
--Warding Flare (1x/LR)

=====
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Cleric 5

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Light (V,M)

1

4

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

2

3

3

2

4

0

5

0

6

0

7

0

8

0

9

0

Features and Magic Items

Ben

Subclasses

Subclass: Light Domain

Gods of light including Helm, Lathander, Pholtus, Branchala, the Silver Flame, Belenus, Apollo, and Re-Horakhty promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Some of these gods are portrayed as the sun itself or as a charioteer who guides the sun across the sky. Others are tireless sentinels whose eyes pierce every shadow and see through every deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul's improvement. Clerics of a god of light are enlightened souls infused with radiance and the power of their gods discerning vision, charged with chasing away lies and burning away darkness.

Subclass: Path of the Battlerager

Known as Kuldjargh (literally "axe idiot") in Dwarvish, battleragers are dwarf followers of the gods of war and take the Path of the Battlerager. They specialize in wearing bulky, spiked armor and throwing themselves into combat, striking with their body itself and giving themselves over to the fury of battle.

Features

Battlerager Armor

Source: Barbarian (Battlerager)

When you choose this path at 3rd level, you gain the ability to use spiked armor (see the "Spiked Armor" sidebar in SCAG) as a weapon. While you are wearing spiked armor and are raging, you can use a bonus action to make one melee weapon attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls. Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds.

Battlerager Charge

Source: Barbarian (Battlerager)

Beginning at 10th level, you can take the Dash action as a bonus action while you are raging.

Brutal Critical

Source: Barbarian

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Cantrip

Source: Race (High-Elf)

****Not included in stats on Character Sheet**

You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Channel Divinity (1x/SR)

Source: Cleric

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Radiance of the Dawn

Source: Cleric (Light Domain)

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled.

Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Channel Divinity: Turn Undead

Source: Cleric

As an action, you present your holy symbol and speak a prayer censuring the 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.

Criminal Contact

Source: Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Danger Sense

Source: Barbarian

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Destroy Undead (CR 1/2)

Source: Cleric

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Extra Attack (2x)

Source: Barbarian

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Source: Barbarian

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct

Source: Barbarian

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Fey Ancestry

Source: Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Rage (+3, 4x/LR)

Source: Barbarian

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.

- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Reckless Abandon

Source: Barbarian (Battlerager)

Beginning at 6th level, when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1). They vanish if any of them are left when your rage ends .

Reckless Attack

Source: Barbarian

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn

Trance

Source: Race (Elf)

Elves dont need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is trance.) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Unarmored Defense

Source: Barbarian

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

This bonus is computed in the AC given on the Character Sheet above.

Warding Flare (1x/LR)

Source: Cleric (Light Domain)

At 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that cant be blinded is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest

Magic Items

Spell Descriptions

Ben

Light

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.