

Randal Evenwood

CHARACTER NAME

1 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME

Acolyte

BACKGROUND

Human

RACE

EXPERIENCE

300

Next Level

STRENGTH

+2

15

DEXTERITY

-1

9

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+3

16

CHARISMA

0

11

+2 STR ☐ +2 INT
-1 DEX ☒ +5 WIS
+1 CON ☐ +2 CHA

RESISTANCES

SAVING THROWS

☐ -1 Acrobatics (Dex)
☐ +3 Animal Handling (Wis)
☐ +2 Arcana (Int)
☐ +2 Athletics (Str)
☐ 0 Deception (Cha)
☒ +4 History (Int)
☒ +5 Insight (Wis)
☐ 0 Intimidation (Cha)
☐ +2 Investigation (Int)
☒ +5 Medicine (Wis)
☐ +2 Nature (Int)
☐ +3 Perception (Wis)
☐ 0 Performance (Cha)
☐ 0 Persuasion (Cha)
☒ +4 Religion (Int)
☐ -1 Sleight of Hand (Dex)
☐ -1 Stealth (Dex) [disadv.]
☐ +3 Survival (Wis)
☐ Tool

SKILLS

9
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

13
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

-1

INITIATIVE

SUCCESSES

FAILURES

DEATH SAVES

LEVEL DIE USED

1 d8+1

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

AC

DESCRIPTION

14

Armor

Scale Mail

Shield

-1

Dex

☒ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

13

ABILITY
SAVE DC

WISDOM

ARMOR

☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

☒ Simple ☐ Martial ☐ Other Weapons:

LANGUAGES

TOOLS & OTHERS

Common

Dwarvish

Elvish

Giant

PROFICIENCIES

13

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

Bolts

20



AMMUNITION

NAME

TOTAL



AMMUNITION

ATTACK NAME

PROF ABILITY

RANGE

TO HIT

DAMAGE

DAMAGE TYPE

Mace

✓ Str

Melee

+4

1d6+2

Bludgeoning

DESCRIPTION

Light Crossbow

✓ Dex

80/320 ft

+1

1d8-1

Piercing

Ammunition, loading, two-handed

ATTACKS: WEAPONS & CANTRIPS

- ◆ Spellcasting (Cleric 1, BR 24) [3 cantrips known]

I can use a holy symbol as a spellcasting focus

I can cast my prepared cleric spells as rituals if they have the ritual tag

- ◆ Bonus Proficiency (Life Domain 1, BR 25)

I gain proficiency with heavy armor

◆ Disciple of Life (Life Domain 1, BR 25)

When I use a spell that restores hit points, it restores an additional $2 + \text{spell level}$

I've enjoyed fine food, drink, and high society among my temple's elite.

Rough living grates on me. I see omens in every event and action. The gods try to speak to us, we just need to listen.

PERSONALITY TRAITS

Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

Feature Name: **Shelter of the Faithful**

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.

BACKGROUND FEATURE

Human (+1 to all ability scores)

RACIAL TRAITS

ADVENTURING GEAR	#	LB
Backpack, with:		5
- Blanket		3
- Candles	10	
- Tinderbox		1
- Alms box		1
- Incense, blocks of	2	
- Censer		1
- Vestments		4
- Rations, days of	2	2
- Waterskin		5
SUBTOTAL		24
EQUIPMENT		

ATTUNED MAGICAL ITEMS

STAGE	WEIGHT CARRIED	CARRYING CAPACITY
CP	0 lb	225 lb
SP	15 lb	225 lb
EP	30 lb	225 lb
GP	45 lb	225 lb
PP	60 lb	225 lb



Randal Evenwood

CHARACTER NAME

Male	39	Medium	5'11"	155 lbs
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Helm	Dark Brown	Green	Tawny
ALIGNMENT	FAITH	HAIR	EYES	SKIN

Allies: Dagnal Battlehammer, Merla Greenbottle,
Erevan Galanodel, Naivara Moonbrook

ORGANIZATION

The Lord's Alliance



SYMBOL

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

A tall, slim Chondathan human with moderate age.

APPEARANCE

Modest

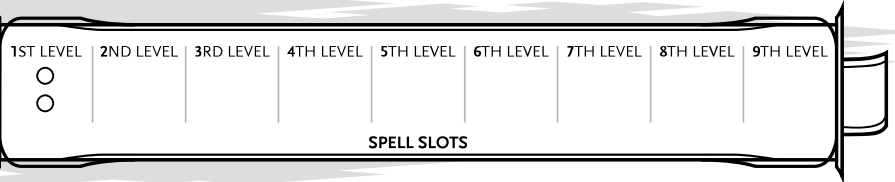
LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY



DC 13

SAVING THROW DC

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
☒ Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	BR	89
○ Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	BR	89
☒ Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	BR	90
☑ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	BR	91
☑ Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	BR	96
☑ Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	BR	97
○ Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	BR	98
☑ Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	BR	104
○ Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	BR	104

(R)	Ritual	dis.	Disadvantage	(D)	The spell can be dismissed by the caster as 1 action	
1 a	1 action	dmg	Damage	+1d4/SL	Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level	
1 bns / bns a	1 bonus action	h	Hour(s)		30-foot radius sphere. In the 'Range' column it means it is centered on you	
1 rea	1 reaction	Kn	Known	30-ft rad	In the 'Description' column it means it can be centered on any point in space within the spell's range	
20 cu ft	20 cubic feet	Me	Memorized	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	
20 sq ft	20 square feet	min	Minute(s)	all	All creatures within the spell's area	
adv.	Advantage	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SOURCES ('B' COLUMN)
atk	Attack	obsc.	Obscured	cons.	The material component is consumed by the spell	P Player's Handbook
CL	Character Level	rnd	Round(s)	Mf	Material component is costly, but is not consumed upon casting	R System Reference Document
dif. ter.	Difficult terrain	SL	Spell Level	M†	Material component is costly and is consumed upon casting	S Sword Coast Adventure Guide
conc, 1 min	Concentration, up to 1 minute			see book / B	The short spell description here is very incomplete, so beware	U Unearthed Arcana
						X Xanathar's Guide to Everything

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