

Baden Hallstad

CHARACTER NAME

Cleric 5
CLASS & LEVEL

Doctor
BACKGROUND

PLAYER NAME

Jhareth
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+2
14

DEXTERITY
+1
13

CONSTITUTION
+0
10

INTELLIGENCE
+0
10

WISDOM
+4
19

CHARISMA
+1
12

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +1 Dexterity
- +0 Constitution
- +0 Intelligence
- +7 Wisdom
- +4 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +0 Arcana (Int)
- +2 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +4 Insight (Wis)
- +1 Intimidation (Cha)
- +3 Investigation (Int)
- +7 Medicine (Wis)
- +0 Nature (Int)
- +7 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +3 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +4 Survival (Wis)

20 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum **28 hp**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d8** HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I'm used to having an assistant when performing intense tasks, and at times expect others to fill that role.

PERSONALITY TRAITS

Altruism. The world is full of people who need my help, and I've pledged to give it.

IDEALS

I don't tell others that I'm actually a high-ranking priest of the heretical goddess Iala.

BONDS

Whether helping a patient or setting up camp, I've always got a routine I insist on.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Pistol	+5	1d10+2 pierc.
Longsword	+5	1d8/1d10+2 p.

Pistols can be fired 30 ft. Attack target up to 90 ft. with disadvantage.

Longsword is versatile. Use two-handed to deal 1d10 slashing damage.

ATTACKS & SPELLCASTING

DOCTOR
Studied (Anatomical expertise)

JHARETH
Immortal Lineage
Elder Form (Action to polymorph, gain advantage on Charisma checks, shed bright light 10 ft and dim light 10 more feet, undead and fiends in light must save Wis (DC 14) or be vulnerable to radiant damage while in the light-meditate 1 minute to gain wings, fly speed 30)
Friend to Friendless (Advantage on Wisdom (Persuade) checks)

CLERIC
Spellcasting, Ritual Caster
Channel Divinity (1/rest):
-Turn Undead (Undead within 30 ft. flee on failed Wisdom saving throw (DC 15). If CR 1/2 or lower, they're destroyed on failure.)
-Preserve Life (Restore 25 hp to living creatures within 30 ft., up to half their max hp)

17 PASSIVE WISDOM (PERCEPTION)

LANGUAGES
Hallowed Tongue, Syriod, Trentsmin

TOOL PROFICIENCY
Healer's Kit

WEAPON AND ARMOR PROF:
All armor, shields, simple weapons, longswords, firearms

SAVING THROWS PROF:
Wisdom, Charisma

SKILL PROFICIENCY
Investigation, Medicine, Perception, Religion

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

BP

LIFE DOMAIN: IALA
Disciple of Life (When you heal with a spell of level 1 or higher, it heals extra hp equal to 2 + spell level)
Domain Spells (Bless, Cure wounds, Lesser Restoration, Spiritual Weapon, Beacon of Hope, Revivify)

FEATURES & TRAITS



Baden Hallstad

CHARACTER NAME

102
AGE

Brown
EYES

6'1"
HEIGHT

Olive
SKIN

210 lb.
WEIGHT

Dark Brown
HAIR



CHARACTER APPEARANCE

Lined writing area for character details.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Lined writing area for character backstory.

CHARACTER BACKSTORY

Lined writing area for additional features and traits.

ADDITIONAL FEATURES & TRAITS

Lined writing area for treasure.

TREASURE



Cleric (Life)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

Prepare 9 spells per day from the cleric spell list

0 **CANTRIPS**

- Mending
- Guidance
- Sacred Flame
- Spare the Dying

SPELL LEVEL: **1** SLOTS TOTAL: **4** SLOTS EXPENDED: _____

- PREPARED SPELLS
- Bless
 - Cure Wounds
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2 **3**

- Lesser Restoration
- Spiritual Weapon
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3 **2**

- Beacon of Hope
- Revivify
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SPELLS KNOWN