

Cleric 6 - Entropy

Heretic

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Sembian)

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

12

+1

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

15

+2

WISDOM

16

+3

CHARISMA

11

-

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +1 Dexterity
- ☐ +2 Constitution
- ☐ +2 Intelligence
- ☒ +6 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +3 Deception (Cha)
- ☒ +6 History (Int)
- ☒ +6 Insight (Wis)
- ☐ - Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☒ +5 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

15

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

mace

+4

1d6 + 1

lhgt xbow*

+4

1d8 + 1

*crossbow (range 80/320)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Armor:

Light / medium armor, shield

Weapons:

simple weapons

Tools:

Languages:

Common, Draconic, Abyssal, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

100

mace, crossbow, (20) bolts, scalemail, shield.

SP

EP

GP

PP

backpack, bedroll, tinderbox, (10) torches, (10) days rations, waterskin, 50' rope,

holy symbol, a prayer wheel, vestments, bottle of invisible ink, a quill, common clothes

EQUIPMENT

Entropy Domain

Sanctity of Body. You performed a ritual to anchor your soul to the material plane. You have advantage when making death saving throws.

CHANNEL DIVINITY (2/rest)

You choose which effect to use.

Turn Undead.

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.

Arcane Disruption.

You can use your Channel Divinity to disrupt the flow of magic in your vicinity.

As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the end of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

Entropic Retaliation

At 6th level, you gain the ability to infuse your weapon strikes with negative energy that disrupts spell retention. When you hit a creature with a weapon attack, you can use your Channel Divinity to deal an additional 1d8 necrotic damage to the target. If the creature can cast spells, it must succeed on a Constitution saving throw against your spell save DC or lose 1 unspent spell slot of the highest level available to it.

DESTROY UNDEAD (1/2 CR)

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.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Heretical Belief Entropy.
Dying gods sent a divine sphere of annihilation to Toril to kills wizards.

Heretical Contacts
You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Cleric (Prepare 9)

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Light
Mending
Sacred Flame

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Bless
- ☒ Cure Wound
- ☒ Healing Word
- ☒ Shield of Faith
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐ DOMAIN SPELL Detect Magic
- ☐ DOMAIN SPELL Inflict Wounds

2

3

- ☒ Hold Person
- ☒ Silence
- ☒ Spiritual Weapon
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐ DOMAIN SPELL Gentle Repose
- ☐ DOMAIN SPELL Spiritual Weapon

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- ☒ Mass Healing Word
- ☒ Spirit Guardians
- ☐
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- ☐ DOMAIN SPELL Dispel Magic
- ☐ DOMAIN SPELL Protection from Energy

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