

Cleric 6 - Survival

Outlander (trapper)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lizardfolk

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

14

+2

DEXTERITY

10

-

CONSTITUTION

16

+3

INTELLIGENCE

10

-

WISDOM

18

+4

CHARISMA

10

-

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ 2 Strength
- ☐ - Dexterity
- ☐ +3 Constitution
- ☐ - Intelligence
- ☒ +7 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ - Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ - Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ - Deception (Cha)
- ☐ - History (Int)
- ☐ +4 Insight (Wis)
- ☐ - Intimidation (Cha)
- ☐ - Investigation (Int)
- ☒ +7 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☐ - Religion (Int)
- ☐ - Sleight of Hand (Dex)
- ☒ +3 Stealth (Dex)
- ☒ +7 Survival (Wis)

SKILLS

14

ARMOR CLASS

-

INITIATIVE

30'

SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

bite*

+5

1d6 + 2

bone mac

+5

1d6 + 2

lght xbow*

+3

1d8

*proficient with bite

*crossbow (range 80/320)

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor:

Light / medium armor, shield

Weapons:

simple weapons

Tools: instrument

Languages:

Common, Draconic, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

100

bone shield, bone mace, crossbow, bolts (20)

SP

EP

GP

PP

hunting trap, traveler's clothes, trophy from kill.

holy symbol, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin, 50 feet of hempen rope.

EQUIPMENT

BITE.

Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

CUNNING ARTISAN.

As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

HOLD BREATH.

You can hold your breath for up to 15 minutes at a time.

HUNTER'S LORE.

You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

NATURAL ARMOR.

You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

HUNGRY JAWS.

In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

SPELLCASTING

As a conduit for divine power, you can cast cleric spells. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the cleric spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

SURVIVAL DOMAIN - DOMAIN SPELLS

Each domain has a list of spells — its domain spells — that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

OVER --->

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

CHANNEL DIVINITY (2 / LONG REST)

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.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

CHANNEL DIVINITY

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.

Encourage the Troops (6 HIT POINTS)

You use your Channel Divinity to bolster the fighting abilities of you allies.

As an action, you present your holy symbol and invoke your survival instincts of your deity. Each allied creature that you can see you, gains advantage on their next melee or ranged weapon attack before the start of your next turn. If their attack hits, the allied creature also regain hit points equal to your Cleric level.

Push the Limits. (6 TEMP, 30')

You can use your Channel Divinity to strengthen the resolve of your allies. All allied creatures within 30 feet of you gain temporary hit points equal to your cleric level.

ADDITIONAL FEATURES & TRAITS

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.

BONUS PROFICIENCY

You gain proficiency in the Survival and Nature skills. Your proficiency bonus is doubled for any ability checks you make that use those skills.

STAND THE FALLEN (4)

When you cast SPARE THE DYING cantrip, you make the the following changes to the spell: change the range from touch to 30 feet, and the creature gains 1 hit point instead of becoming stable.

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 or short rest.

TREASURE



Cleric (Prepare 10)

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance

Mending

Spare the Dying

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☒ Cure Wounds

☒ Healing Word

☒ Purify Food and Water

☐

☐

☐

☐

☐

☐

☐

☐ DOMAIN SPELL Create or Destroy Water

☐ DOMAIN SPELL False Life

2

3

☒ Enhance Ability

☒ Lesser Restoration

☒ Protection from Poison

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☐ DOMAIN SPELL Locate Animals and Plants

☐ DOMAIN SPELL Prayer of Healing

3

3

☒ Mass healing Word

☒ Remove Curse

☒ Revivify

☒ Spirit Guardians

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☐ DOMAIN SPELL Fear

☐ DOMAIN SPELL Protection from Energy

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SPELLS KNOWN