

Whitecoma

Player: Vince

Wood elf Cleric 2 - CR 1/4

Chaotic Neutral Humanoid; Deity: **Morridane**; Background:

Sailor; Height: **5' 5"**; Weight: **93lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	13	+1	+1
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	15	+2	+2
INT INTELLIGENCE	10	0	+0
WIS WISDOM	17	+3	+5
CHA CHARISMA	12	+1	+3

AC	12	Initiative	+2	Speed	35 ft
Proficiency	+2	Inspiration			
HP	19	HD	2d8	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+3	WIS (3)	-	
Arcana	+0	INT (0)	-	
Athletics	+3	STR (1)	+2	
Deception	+1	CHA (1)	-	
History	+0	INT (0)	-	
Insight	+5	WIS (3)	+2	
Intimidation	+1	CHA (1)	-	
Investigation	+0	INT (0)	-	
Medicine	+5	WIS (3)	+2	
Nature	+0	INT (0)	-	
Perception	+5	WIS (3)	+2	
Performance	+1	CHA (1)	-	
Persuasion	+1	CHA (1)	-	
Religion	+2	INT (0)	+2	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+3	WIS (3)	-	

Passive Perception: **15**

Other Proficiencies:

Tools: Navigator's tools (+2)

Weapons: Martial weapons; Simple weapons; Longbow; Longsword; Shortbow; Shortsword

Armor: Light armor; Medium armor; Shields

Special Abilities

Channel Divinity

Channel Divinity: Touch of Death

Channel Divinity: Turn Undead (DC 13 Wis)

Darkvision (60 feet)

Fey Ancestry

Mask of the Wild

Reaper (Chill Touch)

Ship's Passage

Trance

Gear

Total Weight Carried: 0 lbs,
(Maximum: 195 lbs)

Land Vehicles -
Money -

Tracked Resources

Channel Divinity (1/short rest) ☐

Languages

Common

Elvish

Spell Slots

1st level ☐☐☐

Spells & Powers

Cleric spells memorized (CL 2nd)

Spell Save DC 13 Spell Attack +5

1st—*command, cure wounds, false life, first strike, healing word, protection from evil and good, ray of sickness*

Cantrips—*sacred flame, spare the dying, toll the dead*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **532/900**

Current Cash: **You have no money!**

Role Playing

Personality Trait: Friends - I'm always there for my mates. They can rely on me no matter what.

Personality Trait: Wager - I always agree to friendly wagers.

Ideal: Freedom - The freedom to go anywhere and do anything I please is provided by the sea. (Chaotic)

Bond: Vengeance - My captain and crewmates were murdered by ruthless pirates. They plundered our ship leaving me to die. I seek vengeance against them.

Flaw: Pride - My destruction will ultimately be caused by my pride.

: Ship's Passage - When needed you can get free passage on a sailing ship for you and your companions. It could be a ship you worked on or one you have a good relations ship with the crew. Since it is calling in a