

# DUNGEONS & DRAGONS®

Alora Starflare

CHARACTER NAME

Cleric + 3  
CLASS & LEVEL

Acolyte  
BACKGROUND

Morgan Walton  
PLAYER NAME

Wood Elves  
RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
+1  
13

**DEXTERITY**  
+2  
15

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
+3  
17

**WISDOM**  
+4  
19

**CHARISMA**  
+3  
17

**INSPIRATION**

**PROFICIENCY BONUS**  
+2

**SAVING THROWS**

- +1 Strength
- +2 Dexterity
- +2 Constitution
- +3 Intelligence
- +6 Wisdom
- +5 Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +3 Arcana (Int)
- +1 Athletics (Str)
- +3 Deception (Cha)
- +3 History (Int)
- +6 Insight (Wis)
- +3 Intimidation (Cha)
- +3 Investigation (Int)
- +6 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

**ARMOR CLASS**

**INITIATIVE**  
+2

**SPEED**  
35

Hit Point Maximum **23**

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total **3d8**

**HIT DICE**

**DEATH SAVES**

SUCCESSES

FAILURES

Dark-vision: 60ft

**PERSONALITY TRAITS**

Prepared spells: 6

**IDEALS**

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
1. Toll the Dead	+5	1d8 Necrotic + 1d12
2. Spiritual Weapon	+5	1d6 Force + 4
3. Sacred Flame	+5	1d8 Radiant
1. Guiding Bolt	+5	4d6 Radiant
1. Burning Hands	+5	3d6 Fire
1. Dissonant Whispers	+5	3d6 psychic
2. Scorching Ray	+5	2d6 Fire

**ATTACKS & SPELLCASTING**

Channel Divinity

- 2 points per long rest, 1pt back on short rest

- Saving throw

Turn undead

Divine Speech: Holy symbol of creature you see within 30ft + Bonus above enemy. Roll 1d8 + Wisdom modifier when rolling hit points to creature or force the creature to make one save throw. On fail, take Necrotic or Radiant, on success, take half damage.

Turn undead: Holy symbol + creature undead creatures, each undead my choice within 30ft make a save vs Wisdom. If fails, it has frightened + incapacitated condition for 1min until it creature takes damage.

Healer (orig=)

Battle medic: 50% of me to use as an utilize Action. Creature can expend one of its hit point dice, then roll again number of hit point = roll + pool bonus.

Healing Poles: roll a die to determine the number of hit points you restore with a spell or with this. Each pole has, you can reroll the die if it rolls a 1, and you need use it.

**PASSIVE WISDOM (PERCEPTION)**

Simple weapons      Calligraphers Supplies

Light + medium armor (Heavy)  
shields

Have

- chain shirt
- shield
- Mace
- Holy symbol
- Priests pack

**OTHER PROFICIENCIES & LANGUAGES**

Chain shirt

Shield

Mace

Holy symbol

Priests pack

Healers kit

CP

SP

EP

CP **160**

PP

**EQUIPMENT**



32 AGE	5'8 HEIGHT	135 WEIGHT
Emerald Green EYES	Warm SKIN	long, wavy, dark brown HAIR

CHARACTER NAME

• Humanoid

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Subclass

Light Domain

Radiance of the Dawn:  
Holy symbol + expend a use of your channel Divinity to emit a flash of light in a 30ft Emanation originating from myself. Any magical Darkness (such as spells) in area is dispelled each creature of my choice in area must make a Con save throw, take radiant damage = 1d60 plus your cleric level on fail or half on successful one.

Warding Fire  
- Creatures I see within 20ft makes an attack roll, you can take a Reaction to impose Dismantle on the attack roll, causing light to flare before it hits or misses  
- use a number of times equal to your wisdom modifier (min 1). Begin up in long rest

Feat (req touched)

- can cast each without expending spell slot
- long rest to cast again
- Dissonant whispers

CHARACTER ~~DESCRIPTION~~

Divine order  
Thaumaturge: you have 1 extra casting from spell list. mystical connection to the divine gives you a bonus to your intelligence (Arcana or Religion) cleric. bonus = wisdom modifier (min +1+)

Species  
Fox ancestry: you have advantage on saving throws, you immune to avoid or end the Charmed Condition  
Keen senses: you have proficiency in insight, perception, or survival  
Trance: don't need sleep, magic cast put to sleep. long rest 4 hours (reduction)

ADDITIONAL FEATURES & TRAITS

TREASURE



# Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

4

CANTRIPS

*Druidcraft*

- 1 *Tell the Dead*
- 2 *Speak the Dead*
- 3 *Sacred Flame*
- 4 *Light*

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

□□□□

Long Sliver

SPELL NAME

Burning Hands

Faerie Fire

1  Healing Word

2  Guiding Bolt

3  Detect Magic

4  Bless

Dissonant Whispers (No spell slot)

3

6

4

7

8

5

9

SPELLS KNOWN

# Cantrips

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

Lvl	Time	Name
c	Action	Druidcraft
Comp. v.S	Range 30ft	Dur. Instantaneous

### Weather Sensor

• Tiny, harmless sensory effect that predicts what the weather will be at your location for 24h (garden globe: clear, cloud: rain, snowflake: snow)

### Bloom

• Flower blooms, seed pod open, leaf bloom

### Sensory Effect

• harmless sensory effect, such as falling leaves, spectral dancing flames, gentle breeze, animal sounds  
Real odor of stimuli fit in 5ft cube

### Fire play

• light or snuff out a candle, torch, campfire

Lvl	Time	Name
c	Action	Sacred Flame
Comp. v.S	Range 60ft	Dur. Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dex Save throw or take 1d8 radiant damage. The target gains no benefit from half cover or three-quarters cover for this save

Lvl	Time	Name
c	Action	Tell the Dead
Comp. v.S	Range 60ft	Dur. Instantaneous

One creature you see in range, and the single chime of a dolorous bell is audible within 60ft of the target. The target must succeed on a wisdom save throw or take 1d8 Necrotic damage. If target is missing any hit points, it instead takes 1d12 Necrotic damage

Lvl	Time	Name
c	Action	Light
Comp. v.M	Range Touch	Dur. 1 hour

You touch one large or small object that isn't being worn or carried by someone else.

-> 20ft radius

-> Dim light for addition 20ft

Lvl	Time	Name
c	Action	Spare the Dying
Comp. v.S	Range 16ft	Dur. Instantaneous

Choose creature within range that has 0 hit points & isn't dead. The creature becomes stable

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.



# level 1

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

Lvl	Time	Name
1	Action	Dissonant Whispers
Comp. v	Range 60 ft	Dur. instantaneous

- 1 creature you choose in range hears discordant melody in its mind
- Target makes wisdom save throw
  - Fail = 3db psychic damage, immediately use reaction to move for away
  - Save = half damage

Lvl	Time	Name
1	Action	Faerie Fire
Comp. v	Range 60ft	Dur. con up to 1min

- creatures
- 20ft Cube within range are outlined in blue, green, or violet light.
  - Outlined if it fails a Dex save throw
  - Affected creatures shed dim light in 10ft radius
  - Attack rolls have advantage

Lvl	Time	Name
1	Action or Ritual	Detect Magic
Comp. v, s	Range Self	Dur. con up to 1min

- Sense the presence of magical effects within 30ft of yourself
  - If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object
  - If an effect was created by a spell you know the spells school of magic
- Spell blocked by 1ft stone, dirt, wood, metal

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
1	Action	Long Strider
Comp. v, s, M	Range Touch	Dur. 1h

You touch a creature. The target speed increases by 10ft until the spell ends

Lvl	Time	Name
1	Bonus Action	Healing word
Comp. v	Range 60ft	Dur. instantaneous

A creature of your choice that you can see within Range regains Hit Points equal to 2d4 + spellcast mod

Lvl	Time	Name
1	Action	Bless
Comp. v, s, M	Range 30ft	Dur. con up to 1min

- You bless up to 3 creatures within range
- target makes an attack roll or a saving throw before the spell ends the target adds 1d4 to attack roll or save

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
1	Action	Burning Hands
Comp. v, s	Range Self	Dur. instantaneous

A thin sheet of flames shoots forth from you

- 15ft Cone makes a Dex save throw, take 3db fire damage on fail or half on save
- Flammable objects burn

Lvl	Time	Name
1	Action	Guiding Bolt
Comp. v, s	Range 120ft	Dur. 1 round

A bolt of light toward a creature within range. Make a ranged spell attack against the target

- Hit = 4db Radiant damage
- Next attack roll has advantage

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

# level 2

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

Lvl	Time	Name
2	Action	Scorching Ray
Comp. v.s	Range 120 ft	Dur. instantaneous

- hurl 2 fiery rays
- 1 or several target in range
- Hit = 2d6 fire damage

Lvl	Time	Name
2	Bonus Action	Misty Step
Comp. v	Range self	Dur. instantaneous

Briefly surrounded by silvery mist, you teleport up to 30ft to an unoccupied space you can see.

Lvl	Time	Name
2	Bonus Action	Spiritual Weapon
Comp. v.s	Range 60ft	Dur. can up to 1min

- Create floating, spectral force resembles a weapon of my choice.
- Appears within range of my choice
- I make attack with spf
- Hit = 1d8 force + spiritual mod

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
2	Action	Zone of Truth
Comp. v.s	Range 60ft	Dur. 10 min

- Create magical zone that guards against deception in 15ft radius sphere
- Centered on a point within range a creature that enters the spell area for the first time on turn or starts its turn there makes a charisma saving throw.
- fail = can't speak a lie
- can avoid answering

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

# level 3

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Lvl	Time	Name
Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

Comp.	Range	Dur.

# Quest info

