

Belian Callingowl // Mirko

CHARACTER NAME

Cleric 1
CLASS & LEVEL

Human
SPECIES

Hermit
BACKGROUND

dalwick
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

10

+0

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

17

+3

CHARISMA

14

+2

- +0 Strength
- +0 Dexterity
- +2 Constitution
- +0 Intelligence
- +5 Wisdom
- +4 Charisma

Saving Throw Modifiers

SAVING THROWS

- +0 Acrobatics DEX
- +3 Animal Handling WIS
- +3 Arcana INT
- +0 Athletics STR
- +2 Deception CHA
- +0 History INT
- +5 Insight WIS
- +2 Intimidation CHA
- +0 Investigation INT
- +5 Medicine WIS
- +0 Nature INT
- +5 Perception WIS
- +2 Performance CHA
- +4 Persuasion CHA
- +5 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +3 Survival WIS
- _____
- _____
- _____

SKILLS

INITIATIVE +0

ARMOR 15

CLASS

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS +2

ABILITY SAVE DC

SPEED 30 ft. (Walking)

Max HP **10** Current HP Temp HP **--**

HIT POINTS

Total **1d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Herbalism Kit

=== LANGUAGES ===
Common, Common Sign Language, Elvish

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===
Luck Points • 2 / Long Rest
You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

ACTIONS

15 PASSIVE PERCEPTION

15 PASSIVE INSIGHT

10 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Net	+0	Bludgeoning	Martial, Special, Thrown, Range (5/15)
Quarterstaff	+2	1d6 Bludgeoning	Simple, Versatile, Topples
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== CLERIC FEATURES ===

* Core Cleric Traits • free-rules 69

* Spellcasting • free-rules 69

* Divine Order • free-rules 70

| Thaumaturge •
You know one extra cantrip from the Cleric spell list. You also have a +3 bonus to your Arcana and Religion checks.

=== HUMAN SPECIES TRAITS ===

* Creature Type • free-rules 194
You're a Humanoid.

* Size • free-rules 194
Your Size is Medium or Small, chosen when you select this species.

* Speed • free-rules 194
Your Speed is 30 ft.

* Resourceful • free-rules 194
You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193
You gain proficiency in one skill of your choice.

* Versatile • free-rules 194
You gain an Origin feat of your choice.

* Languages • free-rules 37
Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it.

read it, and write it.

=== FEATS ===

* Lucky • PHB-2024 201
Luck Points. You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

| Luck Points: 2 / Long Rest • Special

* Healer • PHB-2024 201
Battle Medic. As a Utilize action, you can expend one use of a Healer's Kit to tend to a creature within 5 feet of yourself. That creature can expend one of its HP Dice, and you then roll that die. The creature regains a number of HP equal to the roll +2.

Healing Rerolls. Whenever you roll a die to determine the number of HP you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

| Battle Medic: 1 Action

* Hermit Ability Score Improvements • PHB-2024 181

| Increase two scores (+2 / +1) •

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	Lamp	1	1 lb.
		Chain Shirt	1	Holy Water	1	1 lb.
SP	0	Quarterstaff	1	Healer's Kit	1	3 lb.
		Net	1			
EP	0	Oil	3			
		Backpack	1			
GP	27	Book	1			
		Herbalism Kit	1			
PP	0	Holy Symbol	1			
		Traveler's Clothes	1			
	WEIGHT CARRIED	Rations	7			
	87 lb.	Robe	1			
	ENCUMBERED	Bedroll	1			
	150 lb.	Blanket	1			
	PUSH/DRAG/LIFT	Tinderbox	1			
	300 lb.					
				ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT



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männlich	23	Medium	180	160
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Eldath - Göttin c	hell	grün	blond
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
	(At Will)							
<input type="radio"/> Light	Cleric	--	1A	Touch	V,M	1 hour	free-rules 292	D: 1h, V/M
<input type="radio"/> Mending	Cleric	--	1m	Touch	V,S,M	Instantaneous	free-rules 297	V/S/M
<input type="radio"/> Sacred Flame	Cleric	DEX 13	1A	60 ft.	V,S	Instantaneous	free-rules 313	V/S
<input type="radio"/> Guidance	Divine Order	--	1A	Touch	V,S	Concentration, up to 1 minute	free-rules 282	D: 1m, V/S
=== 1st LEVEL ===								
	2 Slots OO							
<input type="radio"/> Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	free-rules 259	V/S
<input type="radio"/> Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	free-rules 284	V
<input type="radio"/> Bless	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 247	D: 1m, V/S/M
<input type="radio"/> Guiding Bolt	Cleric	+5	1A	120 ft.	V,S	1 round	free-rules 282	D: 1Rnd, V/S
<input type="radio"/> Bane	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 245	D: 1m, V/S/M
<input type="radio"/> Protection from Evil and Good	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	free-rules 309	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	free-rules 310	5 ft. Sphere, V/S
<input type="radio"/> Command	Cleric	WIS 13	1A	60 ft.	V	Instantaneous	free-rules 251	V
<input type="radio"/> Sanctuary	Cleric	WIS 13	1BA	30 ft.	V,S,M	1 minute	free-rules 313	D: 1m, V/S/M
<input type="radio"/> Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	free-rules 316	D: 10m, V/S/M
<input type="radio"/> Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	free-rules 258	30 ft. Cube, V/S/M
<input type="radio"/> Detect Evil and Good	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 261	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Detect Magic [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Inflict Wounds	Cleric	CON 13	1A	Touch	V,S	Instantaneous	free-rules 288	V/S

SPELLS