

Aren | Twilight Cleric | Neutral Good

Ability	Mod	Saves	Score	Level	9
CHA	3	+7	16	Initiative (+Sentin	+3, adv.
CON	4	Cadv., =	18	Spell modifier	+9
DEX	3	=	16	Save DC	17
INT	-2	=	6	Armor	20
WIS	5	+9	20	Speed	30ft
STR	3	=	16		0 0
Proficiency Bonus	+4		4	Short/long rest	
				Spells (14)	0 5
				Long Rest	0 0 0 4
				Pearl of Power*	*0 0 0 0 3
					0 0 0 0 2
					0 0 0 0 1
Skill	Mod	Ability	Proficient	Hit Points	
Acrobatics	3	DEX		Max: 84	
Animal Handling	5	WIS		Current	-----
Arcana	-2	INT		Tempo	-----
Athletics	3	STR		Resistance	Necrotic
Deception	3	CHA			Radiant
History	2	INT	P		
Insight	9	WIS	P		
Intimidation	3	CHA			
Investigation	-2	INT			
Medicine	5	WIS			
Nature	-2	INT		Hit dice (9d8)	000
Perception	5	WIS		Long Rest	000
Performance	3	CHA			000
Persuasion	7	CHA	P	Death saves	
Religion	2	INT	P	Successes	000
Sleight of Hand	3	DEX		Failures	000
Stealth	3	DEX		Status	
Survival	5	WIS		Inspiration	

Features	Metrics	Description	Source
Eyes of Night	300ft	Darkvision 300 ft; share with	Domain lvl1
Feat: Resilient (CON)	+1 CON; CON save prof.	Constitution +1; proficiency in CON saving throws.	ASI 8
Aasimar: Celestial Resistance	Resist rad/nec	Resistance to radiant and necrotic damage.	Aasimar (MotM)
Alignment	Neutral Good	Selûne-leaning; personal orientation, not	
Languages		Common, Celestial, Elvish, Infernal	Race + Background
Background	Akolyth	Insight/Religion; 2 languages; former	Background
Armor/Weapon prof.	All armor, shields	Cleric + Domain	Class + Domain



Aren steht still, nicht angespannt, nicht wachsam im offensichtlichen Sinne, sondern ruhig wie eine Statue, als wäre Bewegung für ihn eine bewusste Entscheidung und kein Reflex. Es geht kein Geruch von ihm aus. Er wirkt nicht bedrohlich, aber er wirkt... vorbereitet.

Trotz grauer Haare und eines ebenso grauen Bartes wirkt seine Haut ungewöhnlich glatt und jung, fast unberührt von der Zeit. Nur feine Lachfalten um die Augen verraten gelebte Jahre. Sein graues Haar schimmert fast silbern, als würde es das Licht nicht nur reflektieren, sondern auch leicht zurückgeben. Die blauen Augen wirken klar und doch liegt in den Pupillen ein seltsamer Glanz, ein tieferes Blau, das im richtigen Winkel beinahe katzenhaft leuchtet.

Über seine Plattenrüstung fällt ein rege wirkender Mantel aus dunkelblauem. Auf seinem Schild aus Holz und Metall prangt ein einzelnes wachsam wirkendes Auge, rein mechanisch gearbeitet.

An seiner Brust hängt ein Mondamulett, das nur dann zu glimmen scheint, wenn man nicht direkt hinsieht, als würde es Mondlicht einfangen, das gar nicht da ist. Ein Langschwert mit mondförmigem Knauf ruht an seiner Hüfte, ein Ring mit einer schimmernden Perle sitzt an seiner Hand. Am Gürtel hängen ein Medizinbeutel und eine schmale, kerzengroße Lederröhre – als wäre sie für eine Karte oder ein altes Pergament bestimmt.

Type	Inventory (104/240lb)	Quantity	Weight (lb.)	Description
\$ _Platinum				0 0
\$ _Gold				5 250
\$ _Silver				1 50
\$ _Copper				0 0
Attuned	Cloak of Displacement	1		1 Attacks vs you have dis. until you take damage; resets each turn. Appear to stand in place near actual location. Made of Displacer beast pelt. Unless incapacitated, unable to move.
Attuned	Sentinel Shield	1		6 Attunement. Advantage on Initiative and Perception
Attuned	Pearl of Power	1		0 Attunement. Regain one expended spell slot (up to 5th level)
Equipped	Plate Armor	1		65 AC 18 (heavy). Disadvantage on Stealth.
Equipped	Shield (Sentinel Shield)	1		6 +2 AC; see Sentinel Shield traits.
Equipped	Warhammer	1		2 Melee weapon (1d8 bludgeoning; versatile 1d10).
Equipped	Moon-Touched Longsword	1		3 Magical. Sheds light on command; counts as magic.
Cloak	Cloak of Many Fashions	1		1 Common. Change style/appearance of cloak as an action.
Equipped	Candle of the Deep	1		0 Common. Candle flame doesn't go out in wind or u
Equipped	Holy symbol (Selûne cresce	1		0 Spellcasting focus.
Equipped	Backpack	1		5 Adventuring gear.
	Diamond dust (100GP)	100g		(Greater Restoration)
	Diamond (300g)	300g		(Revivify)
	Incense (50g)	50g		(Divination, 25g)
	Vile of holy water	1		(Commune)
	Medicine kit	3		9

Prepped	Slot	Abilities / Spells	C	Activity	Durat.	Damage/Effect	Range	VSM	Type	School	Description/Effect	Source	Link
_CD	CD	Channel Divinity: Twilight Sanctuary		A	1' (die; incapacitated)	30ft shpere of dim light	Self	M	Buff	Channel Divinity	For each creature ending its turn in sphere I may: +1d6 Temp HP / remove one (frightend/charmed); M: Holy symbol presented; + at lvl17 = half cover (Twilight Shroud)	Domain lvl2	
	_CD	Channel Divinity: Turn & Destroy Undead		A (WIS save) See/hear me	1'	Turned (<CR 1/2 = destroyed) //-		30 V M	Feature	Channel Divinity	Try to move as far as possible, not willingly within 30ft of me; no reactions; action = dash, escape effect to move; no move = dodge action V: Prayer censoring udead; M: Holy symbol	Cleric	
	_F	Divine Strike		weapon hit		+1d8 radiant damage per turn			Buff	Feature	+ at lvl14	Domain lvl8	
_F	F	Vigilant Blessing		A	used/recast	Adv. Initiative	Touch		Buff	Ability	Grant adv on next Initiative roll.	Domain lvl1	https://dnd5e
_F	long rest O	Healing Hands		A		4d4 healing	Touch	S	Heal	Ability	Proficiency Bonus determines how many d4s	Aasimar	
_F	long rest O	Celestial Revelation: Radiant Soul		BA (any hit)	1'	flying speed = walking speed; +4 radiant dmg per turn			Buff; radiant	Ability	Spectral wings; fly speed; +dmg 1/turn based on proficiency bonus.	Aasimar lvl3	https://dnd5e
_F	long rest O / slot	Eyes of Night		A (willing)	1h	<=5x 300ft darkvision	10		Buff	Ability	Share skill with allies up to WIS modifier; any spell slot for multiple casts/day	Domain lvl1	https://dnd5e
_F	long rest O O O	Steps of Night		BA	1'	flying speed = walking speed	Self		Buff	Utility	Fly in dim light/darkness (4 uses/long rest).	Domain lvl	3
C	°	Guidance	C	A (willing)	1'	+1d4 one ability check	Touch	VS	Buff	Divination	Willing creature; add d4 to ability check of its choice	Cleric lvl1	http://dnd5e
C	°	Light		A (DEX save vs. CHA 15)	1h; recast; A to dismiss	20ft bright + 20ft dim	Touch	V M	Utility	Evocation	<10ft any dimension; any color; can be covered; Opponents may make Dex save; M: Firefly / phosphorecent moss	Aasimar	http://dnd5e
C	°	Sacred Flame		A (DEX save)		2d8//- 2d12 (if missing HP)//-	60+see	VS	Radiant	Evocation	Dex save; radiant dmg; ignores cover. + at 5.1.1,17	Cleric lvl1	http://dnd5e
C	°	Thaumaturgy		A	1'		30 V		Utility	Transmutatio n	Up to 3x parallel: 3x louder voice, flame behavior / color, tremors, sound from point (e.g. whisper), unlock / shut door / window, eye change	Cleric lvl4	http://dnd5e
C	°	Toll the Dead		A (WIS save)		2d8// 2d12 (if missing HP)//-	60+see	VS	Necroti c	Necromancy	Wis save; necrotic dmg (bigger if hurt). + at 5.1.1,17	Cleric lvl1	http://dnd5e
xD	1	Faerie Fire	C	A (DEX save)	1'	20ft cube; adv. & 10ft dim light//-	60 V		Spell	Evocation	Cube: everything outlined (y/g/violet); Adv. Against dim light shining creatures; no invisibility benefit.	Domain lvl1	http://dnd5e
xD	1	Sleep		A	1' (until dmg. or A with touch)	Chosen creatures within 20ft radius, by descending HP. If 5d8 > HP -> sleep.	90	VSM	Charm	Enchantment	Lowest HP creature first, next with subtracted total; takes damage Action to wake with touch; Unaffected: Undeaded, immuno to cha Upcast: +2d8/ slot > 1 M: pinch finde sand, rose petals or cricke		
xD	2	See Invisibility		A	1h	Invisible appears visible; see into Etherial plane	Self	VSM	Buff	Divination	Etherial appear ghostly, transparent M: pinch of talc, sprinkle of powdered silver		
xD	2u	Moonbeam	C	A (CON save) (A) to move	1'	5ft radius, 40ft high dim light; enters/start of turn: 2d10//half	120	VSM	Radiant	Evocation	Upcast: +d10/ slot >2; Shapeshifter: save with disadv. & revert to original until out of beam; Silvery beam engulfs with ghostly flam M: Moonseeds & piece of opalescent feldspar		
xD	3	Aura of Vitality	C	A (BA)	1'	30ft; (BA) = +2d6 HP one create / turn	Self	V	Heal	Evocation			
xD	3R	Leomund's Tiny Hut		1' (R: 11')	8h (or caster leaves area)	10ft radius hemisphere; stationary; impenetrable	Self	VSM	Utility	Evocation	Fits max. 9 creatures medium or small, selected upon casting; fail >9 or large in space when casting it; actions can't penetrate; comfortable condition, can command dimly lit or dark; transpare from inside; opaque from outside (color choice) M: small crystal bead		
xD	4	Aura of Life	C	A	10'	30ft radius; necrotic resistance; max hit points stable; if 0 = +1HP	Self	V	Buff	Abjuration	Max HP can't be reduced; non-hostile, living create with OHP rega 1HP start of ist turn.		
xD	4	Greater Invisibility	C	A	1'	Invisibility.	Touch	VS	Buff	Illusion	Invisible, incl. worn and carried as long as on the target's person.		
xD	5	Circle of Power	C	A	10'	30ft radius; adv. saving throws vs. magic/spells; no 1/2 dmg.*	Self	V	Buff	Abjuration	*Half damage on successful saving throws is negated for spells & magical effects.		
xD	5	Mislead	C	A (A) (BA)	1h (until attack/cast)	Invisibility + Illusionary double (A) = manage double (BA) = switch senses	Self	S	Buff	Illusion	(A) = manage double: move 2x seep; gesture, speak, behave (BA) = use double senses; ignore own senses (blinded, deafened) reverse		

Aren lvl9

Stets verfügbare

Zauber und

Fertigkeiten

Legend	
//	on successful save
+	Updates with level / slot
A	Action
BA	Bonus Action
C	Concentration
CD	Channel Divinity
D	Domain
F	Feature / Ability
R	Reaction
Rit	Ritual
u	Upcast möglich