



ABIGAIL

Cleric 9 (Domain of Order)

CLASS & LEVEL

49,920

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Human

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

2000 Gen Con Game Fair

CAMPAIGN or PLAYER ID

STR
+2
14

+4 PROFICIENCY BONUS



ARMOR CLASS (AC)
16



INITIATIVE
+0



SPEED
30 ft.

DEX
+0
11

SAVING THROWS

- +2 Strength Saves
- +0 Dexterity Saves
- +2 Constitution Saves
- 1 Intelligence Saves
- +9 Wisdom Saves *
- +5 Charisma Saves *
- * Prof. bonus added

CON
+2
15

SKILLS

- +0 Acrobatics (*Dex*)
- +5 Animal Handling (*Wis*)
- 1 Arcana (*Int*)
- +2 Athletics (*Str*)
- +1 Deception (*Cha*)
- 1 History (*Int*)
- +9 Insight (*Wis*) *
- +1 Intimidation (*Cha*)
- 1 Investigation (*Int*)
- +9 Medicine (*Wis*) *
- 1 Nature (*Int*)
- +5 Perception (*Wis*)
- +1 Performance (*Cha*)
- +5 Persuasion (*Cha*) *
- +3 Religion (*Int*) *
- +0 Sleight of Hand (*Dex*)
- +0 Stealth (*Dex*) (*Disadv.*)
- +5 Survival (*Wis*)

INT
-1
9

WIS
+5
20

CHA
+1
13

* Prof. bonus added

15 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons

Tools: herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Insight, Medicine, Persuasion, Religion

Languages: Common, Halfling, Sylvan

ENCUMBRANCE

Lifting & Carrying: 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.

FEATURES, TRAITS & MORE

Alignment: Lawful Neutral. I obey laws, traditions or my own strict code to promote order and society above all else.

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Tech:** Iron Age.
- **Traits:** Observes Nazarite restrictions. Intense way of talking.
- **Ideal:** Truth lies in knowing yourself.
- **Bond:** Avoiding a forbidden love.
- **Flaw:** Would kill to protect secret.

Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 33 years old
- Medium Size (5' 6", 150 lbs.)

Cleric Class Features [PHB p. 57, TCoE p. 31]

- Ritual Casting
- Voice Of Authority (spell grants ally reaction attack)
- Channel Divinity (2 uses betw. short or long rests)
- Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)
- Destroy Undead (CR 1 or lower)
- Channel Divinity: Order's Demand (action to charm within 30 feet)
- Embodiment Of Law (cast enchantment as bonus action)
- Divine Strike (+1d8 psychic weapon)

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Iron Mace. Melee Weapon Attack: +6 to hit, reach 5 ft. *Hit:* 1d6+2 bludgeoning damage.

Sling. Ranged Weapon Attack: +4 to hit. *Hit:* 1d4+0 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Sacred Flame Cantrip. Ranged Spell Attack: Targets creature within 60 feet that you can see. That creature makes a DC 17 Dexterity saving throw or takes 2d8 radiant damage. (No damage if made save.)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor, shield (AC +2), mace, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a heavy blanket. (This load is about 75 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 684 gold pieces (gp); 6 silver pieces (sp); 14 copper pieces (cp); 2 gems (worth 100 gp each)

MAGIC SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +9
Spell Save DC 17



Cantrips Known: *Guidance, Light, Mending, Sacred Flame, Thaumaturgy*

Prepared Spells

1st Level (4 slots): *Command**, *Heroism**, *Cure Wounds*, *Detect Magic*

2nd Level (3 slots): *Hold Person**, *Zone Of Truth**, *Augury*, *Continual Flame*

3rd Level (3 slots): *Mass Healing Word**, *Slow**, *Dispel Magic*, *Remove Curse*, *Daylight*, *Magic Circle*, *Sending*

4th Level (3 slots): *Compulsion**, *Locate Creature**, *Banishment*, *Control Water*, *Guardian of Faith*

5th Level (1 slot): *Commune**, *Dominate Person**, *Flame Strike*, *Hallow*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.