

Character Name

Aasimar

Race

Sorcerer N1

Class & Level

Height & Weight

Age & Sex

7 STR **-2**

11 CON **0**

9 DEX **-1**

Initiative

-2

Level + Dex

9 INT **-1**

13 WIS **+1**

19 CHA **+4**

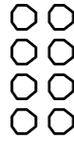


Hit Points

9	Current
Maximum	

Recoveries

4
1d6



Death Saves



PD

10

11 + Level + Str/Con/Dex

AC

10

10 + Level + Con/Dex/Wis

MD

11

10 + Level + Int/Wis/Cha

Icon Relationships

The Priestess (positive 1)

One Unique Thing

Backgrounds

Angelic Aura +4

Trained Healer +2

Talents & Features

Halo (Racial Power)

Once per battle as a free action during your turn, gain a +2 bonus to all defenses until you are hit by an attack (or until the battle ends).

Gather Power

Spend a standard action to gather magical power, to cast a double-strength spell with your next standard action.

Celestial Bloodline (Class Feature)

Starting at 3rd level, you can take a cleric spell in place of a sorcerer spell, at a -2 level penalty. Special: You can take one divine domain from the Cleric list as a Sorcerer talent. If you do so, choose one of your Cleric spells without the -2 level penalty.

Celestial Benefit (Class Feature)

When you Gather Power, the nearby ally with the lowest hit point total heals 1 hit point (Wis +level).

Domain: Healing (Talent)

When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery.

Invocation of Healing: This battle, you gain an additional use of the heal spell. The first heal spell you cast after using this invocation allows the target to heal using a free recovery instead of spending a recovery.

Heal (Spell)

Close-quarters spell; Quick action
Target: You or one ally you are next to
Effect: The target can heal using a recovery.



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Equipment

Attacks and Spells

Staff (Melee attack)

Attack: 1d20-2 vs. AC
Hit: 1d8-2 damage
Miss: —

Celestial Thunder (Spell)

Ranged spell; At-will; Celestial
Target: One nearby enemy
Attack: 1d20+4 vs. PD
Hit: 1d8 + 4 thunder damage
Natural Even Hit: The next attack against the target has advantage.
Miss: —

Shield of Faith (Spell)

Ranged spell; Daily; Quick action
Effect: You can cast this spell for power or for broad effect.
Cast for power: One nearby ally gains a +2 bonus to AC this battle.
Cast for broad Effect: Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.