

Character Name

Human

Race

Cleric 1

Class & Level

Height & Weight

Age & Sex

10 STR **0**

14 CON **+2**

10 DEX **0**

Initiative

+1

Level + Dex

10 INT **0**

18 WIS **+4**

16 CHA **+3**



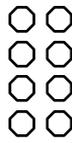
Hit Points

27	Current
Maximum	Current

Recoveries

8

1d8+2



Death Saves



PD

12

11 + Level + Str/Con/Dex

AC

18

15 + Level + Con/Dex/Wis

MD

15

11 + Level + Int/Wis/Cha

Guild Relationships

Orzhov Syndicate

One Unique Thing

Backgrounds

Orzhov Syndicate Ministrant +5

Blood Artist +3

Talents & Features

Extort (Guild Power)

Once per battle, deal 1d6 damage to a target you hit with a natural odd attack roll as a free action, and heal hit points equal to that amount. A critical hit doesn't double this ongoing damage.

Heal (Class feature)

Close-quarters spell; twice per battle; Quick action to cast (1/round)

Target: You or one ally you are next to

Effect: The target can heal using a recovery.

Adventurer Feat: The target can now be a nearby ally instead of an ally you are next to.

Life/Death (Domain)

You and your nearby allies gain a +1 bonus to death saves.

Invocation of Life/Death: This battle, you and each of your allies can each separately add the escalation die to a single save made by that character. In addition, you and your allies do not die from hit point damage when your negative hit points equal half your normal hit points. Instead, you die when your negative hit points equal your full hit points.



Basic Attacks

Scepter Staff (Melee attack)

Attack: 1d20+1 vs. AC

Hit: 1d8 damage

Miss: 1 damage

Crossbow (Ranged attack)

Attack: 1d20+1 vs. AC

Hit: 1d6 damage

Miss: —

Talents & Feats

Secrets / Cultism (Domain)

Your divine magic is subtle, and hard to detect. Outside of blatant elemental effects, only direct targets of the spell, and those with a supernatural ability to detect divine presence will notice your divine aura or your spellcasting.

Adventurer Feat: Your ranged divine spells don't provoke opportunity attacks.

Invocation of Secrets / Cultism: Choose a nearby person. Gain a hint about a secret they are hiding. The hint should be significant enough to drive the story forward, but not so complete that no further investigation is required. In if doubt, the invocation gives an inspiration about where to look for more information.

Undeath / Necromancy (Domain)

Gain a necromancer spell of your level or lower as a bonus spell. You can switch Intelligence for Wisdom in the spell description.

Invocation of Undeath / Necromancy: Until the end of the battle, deal 1 negative energy damage to each enemy who makes an attack against you. If an undead creature attempts to attack you, it must roll a save. If the save fails, they cannot attack you, but they do not lose the action used for the attack. If the save succeeds, they can now attack you freely until the end of the battle.

Feats

Adventurer Feat: Domain: Secrets

Gear, Equipment & Money

Magic Items

Spells

Spirits of the Righteous (1st level)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: 1d20+5 vs. MD

Hit: 4d6+4 holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

Invigorate (1st Level)

Ranged spell; At-will

Target: A nearby ally

Effect: The ally gains a +2 bonus to their next attack roll. If the attack hits, it deals 1d8 extra damage.

Withering Touch (1st level)

Close-quarters spell; At-will

Target: One enemy you are engaged with

Attack: 1d20+5 vs. PD

Hit: 1d12+4 negative energy damage

Miss: —

Natural odd miss: You take 1d6 negative energy damage.

Undead Minion (1st Level)

Ranged spell; Once per battle

Effect: You summon one captive spirit, as per the summoning rules. The undead fights for you until the end of the battle, or until they drop to 0 hp, whichever comes first.

Captive Spirit (Summoned Creature)

Normal; 1st level; Mook; Undead

Initiative: +6

Flying

Vulnerability: holy; *Resist physical attacks 16+*

Death Grasp +6 vs. PD—2 ongoing negative energy damage, heal 1 hp to summoner

AC 15, PD 10, MD 14, HP 4

Minor Drain (Necromancer Spell)

Ranged spell; Anti-Cyclic (cast once per battle OR at-will when the escalation die is odd)

Target: One nearby creature

Attack: 1d20+5 vs. PD

Hit: 1d4+4 negative energy damage, and you heal hit points equal to half the damage dealt.

Miss: Deal 1 damage and heal 1 hit point