

3 LEVEL

Name: Kanon of Ellsia Player: _____
 Class: Cleric
 Race: Dragonborn (Gold) Background: Acolyte
 Gender: M Size: Med Height: 6'6" Weight: 235 lbs.
 Age: 21 Hair: Red Eyes: D. Brown Alignment: LG



ABILITIES

Ability	Modifier	Saving Throw
13 STR STRENGTH	+1	+1
12 DEX DEXTERITY	+1	+1
14 CON CONSTITUTION	+2	+2
9 INT INTELLIGENCE	-1	-1
17 WIS WISDOM	+3	+5
10 CHA CHARISMA	+0	+2

SENSES
 PASSIVE PERCEPTION **13** = 10 + Perception Skill

COMBAT

ARMOR CLASS

16

NATURAL AC (No ARMOR) **11**

6	Armor Bonus	Chain Shirt
2	Shield Bonus	Shield
1	Dexterity Modifier	<input type="checkbox"/> Medium Armor (Max Bonus =2) <input type="checkbox"/> Stealth Disadv.
		<input checked="" type="checkbox"/> Heavy Armor (No Dex Bonus)
	Spell Modifier	
	Item Modifier	
	Misc Bonus	

SANITY

Maximum Sanity **10** Current Sanity

8 + Proficiency Bonus

PROFICIENCY BONUS **+2**

INSPIRATION

ABILITY SAVE DC

8 + Wis + Prof Bonus **13** 8 + Con + Prof Bonus **12**

Saving Throw Advantages/Disadvantages

SPECIAL FEATURES

Feature	Max Use	Recovery	Used
War Priest	3	Long Rest	
Breath Weapon (2d6)	1	Short Rest	
Channel Divinity	1	Short Rest	

SKILLS

Bonus	Skill Name	Proficient
+1	Acrobatics (Dex)	<input type="checkbox"/>
+3	Animal Handling (Wis)	<input type="checkbox"/>
-1	Arcana (Int)	<input type="checkbox"/>
+1	Athletics (Str)	<input type="checkbox"/>
+0	Deception (Cha)	<input type="checkbox"/>
+1	History (Int)	<input checked="" type="checkbox"/>
+5	Insight (Wis)	<input checked="" type="checkbox"/>
+0	Intimidation (Cha)	<input type="checkbox"/>
-1	Investigation (Int)	<input type="checkbox"/>
+5	Medicine (Wis)	<input checked="" type="checkbox"/>
-1	Nature (Int)	<input type="checkbox"/>
+3	Perception (Wis)	<input type="checkbox"/>
+0	Performance (Cha)	<input type="checkbox"/>
+0	Persuasion (Cha)	<input type="checkbox"/>
+1	Religion (Int)	<input checked="" type="checkbox"/>
+1	Sleight of Hand (Dex)	<input type="checkbox"/>
+1	Stealth (Dex)	<input type="checkbox"/>
+3	Survival (Wis)	<input type="checkbox"/>

+1 INITIATIVE

Dex **1** Misc
 BASE SPEED **30** ENCUMBERED **25**

HIT POINTS

Max HP **27**

RESISTANCES (HALF DAMAGE)

Fire

Wounds

Temporary HP

Level	Die Type	Con	#Used
3	d8	+2	

Recover half of your maximum hit dice after a Long Rest

DEATH SAVES (DC 10)

Survive Perish

ATTACKS

Weapon	Prof.	Range	To Hit	Damage	Dmg. Type
Warhammer +1	<input checked="" type="checkbox"/>	Melee	+5	1d8+3	Bludgeoning
Special: Versatile (1d10)					
Light Crossbow	<input checked="" type="checkbox"/>	80/320 ft.	+3	1d8+1	Piercing
Special: Ammunition, loading, two-handed					
Special:					
Special:					
Special:					

ACTIONS

(1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN)

Base Actions

Attack / Cast a Spell
 Dash / Disengage / Dodge
 Escape Grapple / Help / Hide
 Ready / Search / Use Object
 As 1 att: Disarm / Grapple / Shove
 Breath Weapon
 Channel Divinity: Turn Undead

Bonus Actions

War Priest

Reactions

Opportunity Attack

RACIAL FEATURES

Fire Breath Weapon:

As an action, I exhale destructive energy in a 15 ft cone.

All in the area must make a Dex saving throw with DC 8 + Con modifier + prof bonus. It does 2d6 fire damage, half as much damage on a successful save.

The damage increases to 3d6 at level 6, 4d6 at level 11, and 5d6 at level 16.

I can't use this feature again until I finish a short rest.

CLASS FEATURES

Bonus Proficiency (War Domain 1, PHB 63)

I gain proficiency with martial weapons and heavy armor

War Priest (War Domain 1, PHB 63) [Wisdom modifier per long rest]

When I use the Attack action, I can make a weapon attack as a bonus action

Channel Divinity (Cleric 2, PHB 58) [1× per short rest]

I can channel divine energy to cause an effect; the save for this is my cleric spell DC

Channel Divinity: Turn Undead (Cleric 2, PHB 59)

As an action, all undead within 30 ft that can see/hear me must make a Wis save

If it fails this save, it is turned for 1 minute or until it takes any damage

Turned: move away, never within 30 ft of me, no reactions or actions exc. Dash

Turned: may Dodge instead of Dash when cannot move and unable to escape bonds

Channel Divinity: Guided Strike (War Domain 2, PHB 63)

After I make an attack roll, I can add a +10 bonus to the roll.

PROFICIENCIES

ARMOR: LIGHT MEDIUM HEAVY SHIELDS

WEAPON: SIMPLE MARTIAL OTHER:

LANGUAGES

Common _____ Orc _____
 Draconic _____
 Elvish _____

TOOLS

EQUIPMENT

ADVENTURING GEAR

NAME	#	WT.
Common Clothes / Holy Vestments		
Belt Pouch		
Backpack / Bedroll		
Alms Box / Candles		
Censer		
Herbalism Kit / Tinderbox		
10 days of rations / Waterskin		
Holy Symbol of Ellsia		
Magnifying Glass		

ATTUNED MAGIC ITEMS (MAX OF 3)	WT.

PERSONALITY TRAIT

I see omens in every event and action. The gods try to speak to us.

We just need to listen.

IDEAL

Faith: I trust my deity will guide my actions.

I have faith that if I work hard, things will go well.

BOND

I am a member of the Morningmist Family Guard. I am on the run with

Lady Ariel and have sworn myself to her protection.

FLAW

I judge others harshly, and myself even more severely.

BACKGROUND FEATURE

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.


FEATS

FEAT:

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 PLATINUM = 10 GP
 GOLD = 10 GP 120
  ELECTRUM = 10 SP
 SILVER = 10 CP
 COPPER

LIFESTYLE: _____ DAILY EXPENSES: _____

NAME	#	WT.
Warhammer +1		
OTHER VALUBLES		

TOTAL WT.	ENCUMBERED	HEAVILY ENC.	PUSH/LIFT
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	=Str x 5 -10 Spd.	=Str x 10 -20 Spd.	=(Str x 15)-30 Spd.= 5 ft.