

# HUMAN CLERIC 4



*"Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?"*

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

## BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

**Bad Reputation.** No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

**Faction.** You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

**Personality Trait.** You like a job well done, especially if you can convince someone else to do it.

**Ideal.** The sea is freedom—the freedom to go anywhere and do anything.

**Bond.** The ship is most important—crewmates and captains come and go.

**Flaw.** Once someone questions your courage, you never back down no matter how dangerous the situation.

## CLERIC FEATURES

**Spellcasting Ability.** You have the ability to cast divine spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose 8 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

## CHARACTER NAME

*Medium humanoid (human), Tempest domain, chaotic neutral*

**Armor Class** 16 (18 with shield)

**Hit Points** 27 (Hit Dice 4d8)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>
16 (+3)	8 (-1)	13 (+1)
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
10 (0)	18 (+4)	12 (+1)

**Proficiencies** (+2 proficiency bonus)

**Saving Throws** Wis +6, Cha +3.

**Skills** Athletics +5, Insight +6, Medicine +6, Perception +6.

**Armor** All, shields.

**Weapons** Simple, martial.

**Tools** Navigator's tools, vehicles (water)

**Damage Resistances.** You take 3 less damage from nonmagical weapons dealing bludgeoning, piercing, or slashing damage.

**Senses** Passive Perception 16

**Languages** Common, Primordial

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spell Save DC:** 14

**Spell Attack Modifier:** +6

**Spell Slots:** 1st-level (4), 2nd-level (3)

**Ritual Casting.** You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spellcasting focus.** You can use a holy symbol as a spellcasting focus for your cleric spells.

**Channel Divinity.** You have the ability to channel divine energy directly from your deity. When you use your Channel Divinity, you choose which effect to create. You must finish a short or long rest to use your Channel Divinity again.

**Channel Divinity: Turn Undead.** As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take

## ACTIONS

**Attack.** You can attack when you take this action, using the following:  
**Maul.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

**Hit:** 2d6 + 3 bludgeoning damage.

**Longsword.** Melee Weapon

**Attack:** +5 to hit, reach 5 ft.,

one target.

**Hit:** 1d8 + 3 slashing damage.

## REACTIONS

**Wrath of the Storm.** Inflict 2d8 lightning or thunder damage on an adjacent creature who hits you (Dexterity save for half damage).

## OPTIONS

**Ritual Casting.** Cleric feature.

**Spellcasting.** Cleric feature.

**Spell Save DC:** 14

**Spell Attack Modifier:** +6

**Spell Slots:** 1st-level (4), 2nd-level (3)

**Channel Divinity.** Cleric feature: *turn undead* or *destructive wrath*.

reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## DOMAIN: TEMPEST

**Domain Spells.** Your clerical domain grants you certain spells that are always prepared, which do not count against the number of spells you can prepare each day. All of your domain spells count as cleric spells for you.

**1st-level spells:** *fog cloud*, *thunderwave*

**2nd-level spells:** *gust of wind*, *shatter*

**Wrath of the Storm.** When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature 4 times. You regain all expended uses when you finish a long rest.

**Channel Divinity: Destructive Wrath.**

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

## PREPARED SPELLS

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**Cantrips:** *light, resistance, sacred flame, spare the dying*

**1st-level spells:** *bane, fog cloud, healing word, inflict wounds, protection from evil and good, thunderwave*

**2nd-level spells:** *blindness/deafness, enhance ability, gust of wind, lesser restoration, shatter, spiritual weapon*

## FEATS

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**Heavy Armor Master.** While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.

## EQUIPMENT

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Maul, longsword, chain mail, shield, holy symbol (amulet), explorer's pack, navigator's tools, money (50 gp)