

HUMAN CLERIC 1



"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 4 spells. The spells must be of 1st level.

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 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)

INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +5, Cha +3.

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

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 15

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: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

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.

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

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

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: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

one. You can use this feature 3 times. You regain all expended uses when you finish a long rest.

FEATS

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

PREPARED SPELLS

Cantrips: light, resistance, sacred flame

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

EQUIPMENT

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