

6

LEVEL

Name: Rielle Player: Daniel
 Class: Cleric of Light DCI: 1204189876
 Experience: 14.000 Next level: 23.000
 Background: Acolyte
 Race: Human Size: Medium Height: 4'8" Weight: 115 lbs
 Gender: f Hair: brown curls Eyes: brown Skin: fair
 Age: 29 Alignment: Chaotic Good Faith: Lumine

DUNGEONS & DRAGONS

Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
10 STR STRENGTH	0	0	
13 DEX DEXTERITY	+1	+1	
12 CON CONSTITUTION	+1	+1	
12 INT INTELLIGENCE	+1	+1	
20 Wis WISDOM	+5	+8	☒
10 CHA CHARISMA	0	+3	☒

Saving Throw Advantages / Disadvantages

Ability Save DC

 PROFICIENCY BONUS +8+
Wis 16

Senses

23 Passive Perception

Proficiency Bonus

☑ INSPIRATION

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Warding Flare	5	LR	
Channel Divinity	2	SR	
Number of Chain Rings	9		
Bardic Inspiration			

Skills

Adv Dis	Bonus	NAME (ABILITY)	Prof.	Exp.
☑	+1	Acrobatics (DEX)		
☑	+5	Animal Handling (WIS)		
☑	+1	Arcana (INT)		
☑	0	Athletics (STR)		
☑	0	Deception (CHA)		
☑	+1	History (INT)		
☑	+8	Insight (WIS)	☒	
☑	0	Intimidation (CHA)		
☑	+1	Investigation (INT)		
☑	+8	Medicine (WIS)	☒	
☑	+4	Nature (INT)	☒	
☑	+8	Perception (WIS)	☒	
☑	0	Performance (CHA)		
☑	0	Persuasion (CHA)		
☑	+4	Religion (INT)	☒	
☑	+1	Sleight of Hand (DEX)		
☑	+1	Stealth (DEX)		
☑	+5	Survival (WIS)		
☑	+8	Martial (WIS)	☒	

Combat

Defense

15 AC	ARMOR BONUS	Half Plate	AC DURING REST
2	SHIELD BONUS	shield	
1	DEXTERITY MOD	☒ MEDIUM ARMOR (MAX = 2)	RESISTANCE
	MAGIC	☒ HEAVY ARMOR (MAX = 0)	STEALTH DISADV.
	Misc Mod 1		
	Misc Mod 2		
			HALF DAMAGE

Attacks

ATTACKS PER ACTION 1

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Toll the Dead	☑ Wis	60 ft	DC 16	2d12	Necrotic
Wis save, success - no damage; If target is at full HP, d8 instead of d12 damage (XGtE 169)					
Spell Attack	☑ Wis		+8		
Light Crossbow	☑ Dex	80/320 ft	+4	1d8+1	Piercing
Ammunition, loading, two-handed					

TYPE	TOTAL	TYPE	TOTAL
Bolts	1		
AMMUNITION		AMMUNITION	

Initiative +1

DEX 1 + MISC.

SPEED 30 ft

SPEED ENCUMBERED 20 ft

Health

HP 41	CURRENT 41	MAX HIT POINTS
RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.		
HIT DICE	6 × d8 + 1	3
LEVEL	DIE	CON
		USED
		DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell

Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

Channel Divinity: Turn Undead

Channel Divinity: Radiance of the Dawn

BONUS ACTIONS

REACTIONS

☐ USED THIS ROUND

Opportunity Attack

Warding Flare

[illegible]



Background

Character History

Born in the city of Hydors, Rielle is an only child. Early in her childhood, she displays a talent for art, producing stunning drawings of the beautiful city.

To allow their daughter to develop her talent, the parents pay for her to be educated in the temple of Lumine. In the temple, she learns first to improve upon her painting and then acquires additional artisan's skills including the production of mosaics and glass windows.

When her time as an Acolyte is over, she travels to the Holy See, serving as a cleric. Shortly after arriving there however, she learns that her father is deadly sick, but a very expensive cure exists and can be attained on the black market for a lot of money.

In order to send her father the cure, she takes money from the Holy See. She is however discovered and sentenced to death for embezzling from the Holy See. Before being sent to the prospective site of her punishment, she learns that her father has already passed away.



Character Portrait

Appearance


Smaller than average height, slender woman with fair skin and brown hair. She wears a holy symbol of Lumine on her forehead, dangling from a chain woven into her hair

Enemies

Allies & Organizations

While she has been sentenced by the Holy See, she holds no grudge. She knows the punishment was just, after all she did commit the crime.

Organization Symbol

	<h1>Notes</h1>
Selona Jewel / Stories - Very powerful thing to change course of a meteor, against invasions when the power is used, it shatters and reappears	
Lorelai: in the swamps at Midport -> A Girl	
Midport, a town on stilts on an island, halfway between Kressnyss and Northern Continents	
Temple of the Sisters Blue	
Vision: Trance, feeling ripples, arms tentacles, see a ship -> The Leaky Gull with torn masts, ship crushed. -> ship sailing -> storm -> ship turns to island with golden trees	
Lorelai - lives in the swamps	
Wand of Mold Earth (2x)	
2 scrolls of create/destroy water	
1 scroll of darkness	
1 scroll of dispell magic	
1 scroll of gust of wind	
wand of magic missile	
Massive ship: The Fated Folly, a merchanter, heading to the mainland	
Ship with red sails anchored	
Ship Augmentations bought:	
- Ropes of climbing	
- Bell - spells	
- Lantern Spectral Fire - Aetherial light, night combat	
Aberration Snake in the Jungle	
Items from the Aberration:	
- The Tongue of a being who was spoken a forbidden Word Of Power (Ethsjakaa)	
- The Heart of a being from outside existance	
- Natural weapons of an abomination	
Books in the cave:	
- The Great Sorcerer Nail - Guide to Summoning	
- Kompendium on alchemical substances	
- Book on Necromancy	
Nail: Super Evil Sorcerer Dude, Father of all Learned Magic in the world	
- Cypher Book - Includes MAP of the Genasi Isles with dotted Route to the Eastern side of present isle.	
+40 GP	
Magic rings with illusory enchantment - mind control	
Galleon with white sails at full sail, heading off towards the southeast. 5 people on shore, tents + wheelbarrows.	
Lighting Mike	
Henchmen loot: 1 cutlass 1 dagger 150 gold each -> totalling 1500 gp	
Lord Baskow (sp?) - one of the three Pirate Lords	
Tent:	
- 1 Journal of many things: Words about flowers	
- flowers, flowers, flowers	
- 1 Journal encoded	
- 1 chest: 3000 gp = 600gp/pp	
- Nice looking rapier of icy rebuke - hellish rebuke level 3rd + ice dmg / attunement	
- Sleeping bags	
- rations	
Pirates are digging up the ruins. Stuff is shipped of 1/week in multiple locations.	
Ruins are ancient Genasi.	
Temple stripped of all valuables.	
Silver medallion with a largy ruby on gold chain,	
Medallion in the form of a sun.	
Embolden Holy Symbol of the Ancients	
Player group = Last remaining group in the constest - anyone else has vanished	

Re: The Books.

Scholar: Knows about Nail -> Library on the coast of Atland, in Firenelle, famous town
Library paid for by unknown individual with lots of arcana stuff.

The books are not journals, but something else instead.

Garbled words, code words, single words like water melon, bridge, fire. No punctuation.
There's more code.

Genasi Ritual stuff! Fasting and Silence! Rielle doesn't mind. Line of pure red lazer beams going east. Ritual takes a toll on head priest

First of the keystones lies on the east where the grave winds blow. Crack of thunder and lightning to the east. Giant fog bank roiling towards the islands.

Spell Slots	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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Cleric Spells

Spells to prepare:	11
Spell attack modifier:	+8
Spell save DC:	16

Spellcasting ability

Wisdom

Cantrips (0 Level)

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
	Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
	Sober Up!	1 crea affected by intoxicating effects of alcohol is sober for duration	—	Abjur	1 a	30 ft	S,M	3 rounds	B	2
	Thaumaturgy	Minor wonder; my voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	—	Trans	1 a	30 ft	V	1 min (D)	P	282
	Toll the Dead	1 crea save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169
	Word of Radiance	Any crea within range save or 2d6 Radiant damage	Con	Evoc	1 a	5 ft	V,M	Instantaneous	X	171

1st Level

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/>	Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
<input checked="" type="checkbox"/>	Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
<input checked="" type="checkbox"/>	Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
<input type="checkbox"/>	Ceremony (R)	Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Instantaneous	X	151
<input checked="" type="checkbox"/>	Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
<input type="checkbox"/>	Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input checked="" type="checkbox"/>	Cure Wounds	1 living creature heals 1d8+1d8/SL+5 (Wis) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="checkbox"/>	Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input checked="" type="checkbox"/>	Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="checkbox"/>	Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input checked="" type="checkbox"/>	Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
<input type="checkbox"/>	Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input checked="" type="checkbox"/>	Healing Word	1 living creature heals 1d4+1d4/SL+5 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="checkbox"/>	Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
<input type="checkbox"/>	Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/ fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
<input type="checkbox"/>	Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="checkbox"/>	Sanctuary	1 crea warding; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
<input type="checkbox"/>	Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275

2nd Level

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/>	Aid	3 creatures gain 5+5/SL current HP and HP max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P	211
<input type="checkbox"/>	Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,M†	Instantaneous	P	215
<input checked="" type="checkbox"/>	Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P	219
<input type="checkbox"/>	Calm Emotions	20-ft rad all humanoids save or I suppress either charm/fear effects or hostility	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P	221
<input type="checkbox"/>	Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P	227
<input type="checkbox"/>	Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
<input type="checkbox"/>	Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
<input checked="" type="checkbox"/>	Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
<input type="checkbox"/>	Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	—	Necro	1 a	Touch	V,S,M	10 days	P	245
<input type="checkbox"/>	Hold Person	1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
<input checked="" type="checkbox"/>	Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
<input type="checkbox"/>	Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
<input type="checkbox"/>	Prayer of Healing	6 living creatures heal 2d8+1d8/SL+5 (Wis) HP	—	Evoc	10 min	30 ft	V	Instantaneous	P	267
<input type="checkbox"/>	Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
<input checked="" type="checkbox"/>	Scorching Ray	3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
<input type="checkbox"/>	Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
<input checked="" type="checkbox"/>	Spiritual Weapon	Create weapon; spell atk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 bns	60 ft	V,S	1 min	P	278
<input type="checkbox"/>	Warding Bond	1 crea +1 AC, +1 saves, resistance all dmg; if takes dmg I take same dmg; ends if >60 ft away (100gp)	—	Abjur	1 a	Touch	V,S,M†	1 h (D)	P	287
<input type="checkbox"/>	Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

3rd Level

ME	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/>	Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	—	Necro	1 min	10 ft	V,S,M	Instantaneous	P	212
<input type="checkbox"/>	Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max HP from any healing	—	Abjur	1 a	30 ft	V,S	Conc, 1 min	P	217
<input type="checkbox"/>	Bestow Curse	1 creature save or cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Wis	Necro	1 a	Touch	V,S	Conc, 1 min	P	218
<input type="checkbox"/>	Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,M†	Conc, 10 min	P	222
<input type="checkbox"/>	Create Food and Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	—	Conj	1 a	30 ft	V,S	Instantaneous	P	229
<input checked="" type="checkbox"/>	Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
<input type="checkbox"/>	Dispel Magic	Dispel all magical effects on crea or object; make DC 10+SL Wisdom check (+5) if above SL used	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
<input type="checkbox"/>	Fast Friends	1+1/SL humanoid save or charmed and perform tasks I ask it to do; adv. save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V	Conc, 1 h	A	75
<input type="checkbox"/>	Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
<input checked="" type="checkbox"/>	Fireball	20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	241
<input type="checkbox"/>	Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Till triggered	P	245
<input type="checkbox"/>	Incite Greed	Any crea that see me save or charmed, only move to me, if in 5 ft do nothing; save end of each turn	Wis	Ench	1 a	30 ft	V,S,M†	Conc, 1 min	A	76
<input type="checkbox"/>	Life Transference	I take 4d8+1d8/SL Necrotic dmg (in full), and 1 crea in range I can see heals twice that in HP	—	Necro	1 a	30 ft	V,S	Instantaneous	X	160
<input type="checkbox"/>	Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see B (100gp cons.)	—	Abjur	1 min	10 ft	V,S,M†	1 h	P	256

<input type="checkbox"/> Mass Healing Word	6 living creatures heal 1d4+1d4/SL+5 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	258
<input type="checkbox"/> Meld into Stone (R)	I merge into a stone object large enough to contain me; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
<input type="checkbox"/> Motivational Speech	5 crea that hear me 5+5/SL temp HP, adv. Wis saves, if hit adv. on next atk; stops when temp HP gone	—	Ench	1 min	60 ft	V	1 h	A	77
<input type="checkbox"/> Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
<input type="checkbox"/> Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
<input checked="" type="checkbox"/> Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
<input type="checkbox"/> Sending	Send a 25 word message to a familiar creature; it recognizes me and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
<input type="checkbox"/> Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
<input checked="" type="checkbox"/> Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	15-ft rad	V,S,M	Conc, 10 min	P	278
<input type="checkbox"/> Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283
<input checked="" type="checkbox"/> Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287