



# RIGGBY

Cleric 8 (Domain of Life)

CLASS & LEVEL

35,700

EXPERIENCE POINTS

Gary Gygax

PLAYER NAME

Human

RACE

Acolyte

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR  
**+2**  
14

**+3** PROFICIENCY BONUS



ARMOR CLASS (AC)

15



INITIATIVE

-1



SPEED

30 ft.

DEX  
**-1**  
9

## SAVING THROWS

- +2 Strength Saves
  - 1 Dexterity Saves
  - +2 Constitution Saves
  - +0 Intelligence Saves
  - +8 Wisdom Saves \*
  - +4 Charisma Saves \*
- \* Prof. bonus added

CON  
**+2**  
15

## SKILLS

- 1 Acrobatics (*Dex*)
- +5 Animal Handling (*Wis*)
- +0 Arcana (*Int*)
- +2 Athletics (*Str*)
- +1 Deception (*Cha*)
- +0 History (*Int*)
- +8 Insight (*Wis*) \*
- +1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +8 Medicine (*Wis*) \*
- +0 Nature (*Int*)
- +5 Perception (*Wis*)
- +1 Performance (*Cha*)
- +4 Persuasion (*Cha*) \*
- +3 Religion (*Int*) \*
- 1 Sleight of Hand (*Dex*)
- 1 Stealth (*Dex*) (*Disadv.*)
- +5 Survival (*Wis*)

INT  
**+0**  
11

WIS  
**+5**  
20

CHA  
**+1**  
13

\* Prof. bonus added

**15** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons

**Tools:** none

**Saving Throws:** Wisdom, Charisma

**Skills:** Insight, Medicine, Persuasion, Religion

**Languages:** Common, Dwarvish, Orc, Celestial

## ENCUMBRANCE

**Lifting & Carrying:** 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.



HIT POINTS

59

HIT DICE

8d8

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+2 bludgeoning damage.

**Light Crossbow.** *Ranged Weapon Attack:* +2 to hit. *Hit:* 1d8-1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

## MAGIC & SPECIAL ATTACKS

**Sacred Flame Cantrip.** *Ranged Spell Attack:*

Targets creature within 60 feet that you can see. That creature makes a DC 16 Dexterity saving throw or takes 2d8 radiant damage. (No damage if made save.)

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** scale mail (AC 14), shield (AC +2), mace, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments. (This load is about 110 lbs.; add 1 lb. per 50 coins carried.)

**Magic Items (DMG p. 135)**

- 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

**Coins & Gems:** 637 gold pieces (gp); 57 silver pieces (sp); 49 copper pieces (cp); 2 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Neutral Good.** I help others according to their needs and promote compassion above all else.

**Acolyte Background [PHB p. 127]**

- **Feature:** Shelter of the Faithful.
- **Traits:** Parent's second-born child, so acolyte by tradition. Was born from a wild magic surge.
- **Ideal:** Stop rise of anti-deity.
- **Bond:** Officiates holiday and festival rites.
- **Flaw:** Gives in to temptations.

**Human Traits [PHB p. 29]**

- Age: 37 years old
- Medium Size (5' 5", 155 lbs.)

**Cleric Class Features [PHB p. 57]**

- Ritual Casting
- Discipline of Life (healing bonus)
- Channel Divinity (2 uses betw. short or long rests)
- Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)
- Destroy Undead (CR 1 or lower)
- Channel Divinity: Preserve Life (heal 40 hp)
- Blessed Healer (healing bonus)
- Divine Strike (+1d8 radiant weapon)

**Spellcasting [PHB p. 201]**

**Spell Attack Modifier +8**  
**Spell Save DC 16**



**Cantrips Known:** *Light, Mending, Resistance, Sacred Flame, Thaumaturgy*

**Prepared Spells**

- 1st Level (4 slots): *Bless\**, *Cure Wounds\**, *Bane*, *Detect Magic*, *Infect Wounds*
- 2nd Level (3 slots): *Lesser Restoration\**, *Spiritual Weapon\**, *Enhance Ability*, *Hold Person*, *Augury*
- 3rd Level (3 slots): *Beacon Of Hope\**, *Revivify\**, *Remove Curse*, *Clairvoyance*, *Dispel Magic*, *Daylight*
- 4th Level (2 slots): *Death Ward\**, *Guardian Of Faith\**, *Control Water*, *Divination*, *Banishment*