

Shadowheart



Class & Level

Cleric 1

Player Name

Race
High Half Elf

Background
Acolyte

Exp. Points

Saving Throws

+1 +2 +2 0 +5 +2
STR DEX CON INT WIS CHA
Advantage against being charmed, and magic can't put you to sleep

Skills

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

Light Armor, Medium Armor, Shields, Simple Weapons

OTHER PROFICIENCIES

INSPIRATION

Name Hit Magic
Mace +3

Damage & Type Note
1d6+1 Bludgeoning

Name Hit Magic
Unarmed Strike +3

Damage & Type Note
2 Bludgeoning

Name Hit Magic

Damage & Type Note

Name Hit Magic

Damage & Type Note

ATTACKS & SPELLCASTING

+2
Proficiency Bonus

+2
14
Constitution

+2
14
Dexterity

+1
12
Strength

0
10
Intelligence

+3
16
Wisdom

0
10
Charisma

+2
INITIATIVE

Armour Class
15
2
Shield

30
SPEED

CURRENT HIT POINTS
10

HIT POINT MAXIMUM
10

TEMPORARY HIT POINTS
00

DEFENCES

1d8 1

HIT DICE

SUCCESSES

DEATH SAVES

FAILURES

Celestial, Common, Elvish

LANGUAGES



Spells

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

0

Cantrips

- Guidance / PHB 248
- Resistance / PHB 272
- Sacred Flame / PHB 272
- Minor Illusion / PHB 260

1

- Create Water / PHB 229
- Cure Wounds / PHB 230
- Guiding Bolt / PHB 248
- Det. Evil & Good / PHB 231
- Healing Word / PHB 250
- Detect Magic / PHB 231
- Shield of Faith / PHB 275
- Det. Poison & Disease / PHB 231
- Charm Person / PHB 221
- Inflict Wounds / PHB 253
- Disguise Self / PHB 233
- Prot from E. & G. / PHB 270
- Bane / PHB 216
- Purify Food / PHB 270
- Bless / PHB 219
- Sanctuary / PHB 272
- Command / PHB 223
- Ceremon / XGtE 151

2

3

4

5

6

7

8

9

Equipment

Backpack
Blanket
10 Candles
Tinderbox
Alms Box
2 Blocks of Incense
Censer
Vestment
2 Days of Rations
Waterskin

Chain Shirt
Mace
Shield



Attunement Item

Attunement Item

Attunement Item

Carried

Equipped

Features & Traits

Cleric Features

Hit Points • PHB 57

Proficiencies • PHB 57

Spellcasting • PHB 58

You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

Divine Domain • PHB 58

You choose a divine domain that grants you additional spells and other features related to your deity.

| Trickery Domain

Blessing of the Trickster • PHB 63

As an action you can touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks for 1 hour or until you use this feature again.

| 1 Action

High Half-elf Racial Traits

Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

Fey Ancestry • BR 39

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

High Elf Descent • SCAG

| Cantrip • BR

You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

Shadowheart, by nature of the spell her order have placed upon her, remembers but blurry spectres of her Sharran allies. She must report back to her Mother Superior, the leader of the order who has taught her everything that she knows. Or at least all that's left she knows.



Allies & Organisations

Personality is a luxury to Sharrans who regularly must travel clearminded without it. The odd thing slips through: her favourite animals are mice, and she finds herself humming songs that she never heard before.

Personality Traits

Shadowheart would not have been trusted with her mission were she not a rising star in her order. Trained for leadership, she pressures herself to excel in her cult.

Ideals

The sworn enemy of her people are the dreamy Selunites: worshippers of the Moon Goddess, and she will cut them down without question.

Bonds

Practical and patient, Shadowheart will never want to enter a battle she doesn't know she can win, and is challenged when she must trust her instincts.

Flaws

Backstory

A devoted cleric of Shar, goddess of darkness and loss, Shadowheart agreed to have her memories wiped as part of a holy mission. Now its sole survivor, she must deliver a powerful relic back to her kin in order to win Shar's love and have her memories restored – but all the while, she is tormented by strange, painful magic that she struggles to understand.

