

Gregor

Player: Allen

Male Half-Orc Cleric 2/Fighter 1 - CL3 - CR 1/2

Neutral Good Humanoid; Deity: **Deneir**; Background:
Mercenary Veteran; Age: **37**; Height: **6' 3"**; Weight: **245lb.**;
 Eyes: **Brown**; Hair: **Black**; Skin: **Gray**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	18	+4	+6
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	18	+4	+6
INT INTELLIGENCE	11	0	+0
WIS WISDOM	14	+2	+2
CHA CHARISMA	8	-1	-1

AC **19** **Initiative** **+2** **Speed** **30 / 60**

Proficiency **+2** **Inspiration**

HP **35** **HD** **2d8+1d10** **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks **1**

Javelin

Main hand: **+6, 1d6+6 piercing** Rng: 30 ft./120 ft.
 Thrown

Ranged: **+6, 1d6+4 piercing**

Longsword

Main hand: **+6, 1d8+6 slashing** Versatile
 Both hands: **+6, 1d10+4 slashing**

Warhammer

Main hand: **+6, 1d8+6 bludgeoning** Versatile
 Both hands: **+6, 1d10+4 bludgeoning**

Shield

+2

Splint

+7

Stealth Disadvantage



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+2	WIS (2)	-	
Arcana	+2	INT (0)	+2	
Athletics	+6	STR (4)	+2	
Deception	-1	CHA (-1)	-	
History	+2	INT (0)	+2	
Insight	+4	WIS (2)	+2	
Intimidation	+1	CHA (-1)	+2	
Investigation	+0	INT (0)	-	
Medicine	+2	WIS (2)	-	
Nature	+0	INT (0)	-	
Perception	+2	WIS (2)	-	
Performance	-1	CHA (-1)	-	
Persuasion	+1	CHA (-1)	+2	
Religion	+0	INT (0)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
<small>Splint: Disadvantage from armor worn</small>				
Survival	+2	WIS (2)	-	

Passive Perception: 12

Other Proficiencies:

Tools: Dragonchess Set (+2); Land vehicles (+2)

Weapons: Martial weapons; Simple weapons

Armor: Heavy armor; Light armor; Medium armor; Shields

Gear

Total Weight Carried: 257.54 lbs,
(Maximum: 270 lbs)

Backpack (empty)	5 lbs
Ball bearings (bag of 1,000) x5	10 lbs (5 @2 lbs)
Boots of Speed (10/long rest)	-
Caltnrops (bag of 20) x5	10 lbs (5 @2 lbs)
Climber's kit	12 lbs
Clothes, traveler's	4 lbs
Crossbow bolts x20	1.5 lbs (20 @0.075 l
Dragonchess Set (+2)	0.5 lbs
Eyepatch of Divination	-
Fishing tackle	4 lbs
Grappling hook	4 lbs
Hammer	3 lbs
Healer's kit (10 uses)	3 lbs
Holy symbol (emblem, Deneir)	-
Hunting trap	25 lbs
Javelin x6	12 lbs (6 @2 lbs)
Lantern, hooded	2 lbs
Longsword	3 lbs
Manacles x2	12 lbs (2 @6 lbs)
Money	1.54 lbs
Oil (flask) x5	5 lbs (5 @1 lb)
Pole (10-foot)	1 lb
Potion of Healing	-
Pouch (empty)	1 lb
Rations x7	14 lbs (7 @2 lbs)
Rope of Sanctuary	2 lbs
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Shovel	5 lbs
Soap	-
Spikes, iron x10	5 lbs (10 @0.5 lbs)
Splint	60 lbs
Tent, two-person	20 lbs
Tinderbox	1 lb
Torch x2	2 lbs (2 @1 lb)
Warhammer	2 lbs
Waterskin x2	10 lbs (2 @5 lbs)
Whetstone	1 lb

Special Abilities

Arcane Initiate (Booming Blade, Green-Flame Blade)

You become proficient in Intelligence (Arcana), and gain two Wizard cantrips, that count as Cleric cantrips.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you

Channel Divinity: Arcane Abjuration (DC 12 Wis)

Present your holy symbol as an action to make a celestial, elemental, fey or fiend of your choice that can see or hear you and is within 30 feet make a Wisdom save or be turned till it takes damage or one minute has passed.

Channel Divinity: Turn Undead (DC 12 Wis)

As an action, you present your holy symbol and speak a prayer censuring the undead. 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

Experience & Wealth

Experience Points: **903/2700**

Current Cash: **75 gp, 1 sp, 1 cp**

Role Playing

Personality Trait: Experience - My military experience has left me full of inspiring and cautionary tales that are relevant to almost every combat situation.

Personality Trait: Humor - I have a sick sense of humor.
Ideal: Greater Good - My responsibility in life is to defend the lives of others, even if that means losing my own. (Good)

Bond: Honor - Honor is important in my life.

Flaw: Courage - I never back down once someone questions my courage. No matter how dangerous and lifethreatening the situation.

Special Abilities

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of

Mercenary Life

You know about merc companies including names, reputations, leaders, recent work.

You can find merc work between adventures, enough to keep up a comfortable

Relentless Endurance (1/long rest)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Second Wind (recover 1d10+1 hp, 1/short rest)

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or

Tracked Resources

Boots of Speed (10/long rest)	<input type="checkbox"/>
Caltnrops (bag of 20)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Channel Divinity (1/short rest)	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/>
Healer's kit (10 uses)	<input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Oil (flask)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Healing	<input type="checkbox"/>
Rations	<input type="checkbox"/>
Relentless Endurance (1/long rest)	<input type="checkbox"/>
Second Wind (recover 1d10+1 hp, 1/short rest)	<input type="checkbox"/>
Spikes, iron	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Orc

Spell Slots

1st level

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Spells & Powers

Cleric spells memorized (CL 2nd)

Spell Save DC 12 Spell Attack +4

1st—*bless, command, cure wounds, detect magic^R, inflict wounds, magic missile*

Cantrips—*booming blade, green-flame blade, guidance, spare the dying, toll the dead*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Background

- TBA -

Gregor – Abilities & Gear

Darkvision (60 feet) Racial Ability, Senses (Half-Orc)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Mercenary Life Unknown

You know about merc companies including names, reputations, leaders, recent work. You can find merc work between adventures, enough to keep up a comfortable lifestyle. (see "Practicing a Profession" under "Downtime Activities" in chapter 8 of the Player's Handbook).

Appears In: Sword Coast Adventures Guide - Beta

Relentless Endurance (1/long rest) Racial Ability (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks Racial Ability (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Arcane Initiate (Booming Blade, Green-Flame) Class Ability (Cleric)

You become proficient in Intelligence (Arcana), and gain two Wizard cantrips, that count as Cleric cantrips.

Note: *Once you have selected your 2 wizard cantrips, you must add them manually to your list of prepared spell.*

Channel Divinity Class Ability (Cleric)

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Arcane Abjuration (DC 12) Class Ability (Cleric)

Present your holy symbol as an action to make a celestial, elemental, fey or fiend of your choice that can see or hear you and is within 30 feet make a Wisdom save or be turned till it takes damage or one minute has passed.

Channel Divinity: Turn Undead (DC 12 Wis) Class Ability (Cleric)

As an action, you present your holy symbol and speak a prayer censuring the undead. 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 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.

Second Wind (recover 1d10+1 hp, 1/short rest) Class Ability (Fighter)

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Boots of Speed (10/long rest) Wondrous Item

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Eyepatch of Divination Wondrous Item

To attune, you must wear the eyepatch during a long rest. The effects persist until you take a long rest without it on. While attuned, you cannot be surprised if you are conscious and gain advantage on Initiative rolls. However, you also have disadvantage on all Ranged Attack rolls and Wisdom (Perception) checks.

Additionally, after a long rest, roll 2 d20s. These results may be substituted for any two rolls made by anyone you can see. You can spend one per round, before the roll is made. Once spent, they cannot be used again. If you take a long rest, any unused dice are lost. These dice do not stack with any other ability that grants you dice to use in this way, such as the Wizard School of Divination feature.

Rope of Sanctuary Wondrous Item

Use this rope as you would with the Rope Trick spell, except it has a duration of 4 hours. While resting in the enclave, the party can get the benefits of a long rest in 4 hours instead of 8.

This effect is usable once every full moon period.

Gregor, Cleric 2 – Spells

Booming Blade

Cleric 0th

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Appears In: Sword Coast Adventures Guide - Beta

Green-Flame Blade

Cleric 0th

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Appears In: Sword Coast Adventures Guide - Beta

Guidance

Cleric 0th

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Spare the Dying

Cleric 0th

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Toll the Dead

Cleric 0th

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Appears In: Xanathar's Guide To Everything

Bless

Cleric 1st

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Command

Cleric 1st

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Cure Wounds **Cleric 1st**

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Detect Magic **Cleric 1st**

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Inflict Wounds **Cleric 1st**

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Magic Missile **Cleric 1st**

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.