

Name: Grithendeal Fahéiençon Player: Harrison
 Level: Cleric 1 (1d8) Class: Cleric
 Race: Half-Elf Background: Sailor
 Alignment: Good Size: Medium (5'10")

	Stat	Mod
STR	16	+3
CON	10	+0
DEX	10	+0
INT	15	+2
WIS	19	+4
CHA	10	+0

Max HP: 8 = 8
 Armor Class: 18 = 16 (Chain Mail) +2 (Shield)
 Proficiency Bonus: +2
 Base Movement Speed: 30'
 Vision: Darkvision (60')

Domain: Tempest

Prof. Origin	Class (Cleric)	Race (Half-Elf)	Background (Sailor)
Proficiencies	Light Armour Medium Armour Heavy Armour Martial Weapons Shields Wisdom ST Charisma ST Insight Religion	Medicine Investigation ST vs. Charmed	Athletics Perception Navigator's Tools Spelljammers

Spell DC: 14, Spell Attack Bonus: +6 (Prof+WisMOD)

Wrath of the Storm: (Reaction) WisMOD/day 2d8 thunder or lightning counterattack vs. Dex ST, half damage on miss

3 Cantrips Known:

Guidance: 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.

Resistance: Cantrip Casting Time: 1 action. Range: Touch. Components: V, S, M (a miniature cloak). 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 saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Sacred Flame: Evocation Cantrip Casting Time: 1 action. Range: 60 feet. Components: V, S. Duration: Instantaneous. Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

2 1st Level Spells/Day from a list of 5 per day while planetside + domain list
 Domain Spell List:

Fog Cloud: 1st-level conjuration. Casting Time: 1 action. Range: 120 feet. Components: V, S. Duration: Concentration, up to 1 hour. You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Thunderwave: 1st-level evocation. Casting Time: 1 action. Range: Self (15-foot cube). Components: V, S. Duration: Instantaneous. A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Fey Ancestry (Half-Elf): Advantage on Sts vs. Charm/Sleep
 Languages: Common, Elvish, Celestial

Equipment:

- Belaying pin (Club)
- 50' of silk rope
- Brass ring that never tarnishes
- Common clothes
- 20 crossbow bolts
- 10 gp
- Holy symbol
- Explorer's pack (refilled every so often)

Weapons:

Warhammer:

- Attack: +5 vs. AC, melee
- Damage: 1d8+3 (Bludgeoning)

Crossbow:

- Attack: +2 vs. AC, ranged 80/320, loading, two-handed, ammunition
- Damage: 1d8 (Piercing)

Armor:

Chain Mail: 16AC, 10/5min don/doff
 Shield: +2 AC, action don/doff

Trait: Swears a lot

Ideal: Respect

Bond: Loyal to Brother

Flaw: Pride