

Character Name: **Player Name:**

Class: Cleric of Pelor **Level:** 4th **Sex:** Male

Race: Human **Alignment:** Neutral good **Age:** 24

Background: Acolyte **Size:** Medium **Height:** 5' 5"

Place of Origin: Village of Pyllo (E3-68), Kingdom of Nyron **Weight:** 178 lbs.

General Appearance: Pudgy; well-tanned complexion; short-cropped black hair **Hair:** Black

with bald spot on the top of his head; *Three-Crowns* tattoo on right shoulder **Eyes:** Dark Brown

27			4d8				
Max Hit Points	Current Hit Points	Temporary Hit Points	Hit Dice	Successes		Failures	
			Hit Dice Used:	Death Saves			

STR	15	+2	Inspiration:			
DEX	16	+3	Proficiency Bonus: <input type="text" value="+2"/>			
CON	14	+2	Saving Throws:			
INT	15	+2	<input type="checkbox"/> +2	Strength	<input type="checkbox"/> +2	Intelligence
WIS	20	+5	<input type="checkbox"/> +3	Dexterity	<input checked="" type="checkbox"/> +7	Wisdom
CHA	15	+2	<input type="checkbox"/> +2	Constitution	<input checked="" type="checkbox"/> +4	Charisma

Armour Class:

Initiative:

Speed:

Experience Points:

Languages: Common, Nyronese, and Celestial

Skills:

<input type="checkbox"/>	+3	Acrobatics (Dex)	<input checked="" type="checkbox"/>	+7	Medicine (Wis)
<input type="checkbox"/>	+5	Animal Handling (Wis)	<input type="checkbox"/>	+2	Nature (Int)
<input type="checkbox"/>	+2	Arcana (Int)	<input checked="" type="checkbox"/>	+7	Perception (Wis)
<input type="checkbox"/>	+2	Athletics (Str)	<input type="checkbox"/>	+3	Performance (Cha)
<input type="checkbox"/>	+3	Deception (Cha)	<input type="checkbox"/>	+3	Persuasion (Cha)
<input type="checkbox"/>	+2	History (Int)	<input checked="" type="checkbox"/>	+4	Religion (Int)
<input checked="" type="checkbox"/>	+7	Insight (Wis)	<input type="checkbox"/>	+3	Sleight of Hand (Dex)
<input type="checkbox"/>	+2	Intimidation (Cha)	<input type="checkbox"/>	+3	Stealth (Dex)
<input type="checkbox"/>	+2	Investigation (Cha)	<input type="checkbox"/>	+5	Survival (Wis)

Passive Wisdom (Perception):

Wealth:

	CP	Other:
253	SP	
15	EP	
70	GP	
2	PP	

ATTACKS

Name	ATK Bonus	Damage/Type	Properties
Mace	+4	5 (1d6 + 2) bludgeoning	
Light crossbow	+5	7 (1d8 + 3) piercing	Ammunition (range 80/320), loading, two-handed
Silver dagger	+5	5 (1d4 + 3) piercing	Finesse, light, thrown (range 20/60)

PROFICIENCIES

Proficiencies. Light armour, medium armour, heavy armour, shields, simple weapons

Tool Proficiencies. None

EQUIPMENT	WT.	EQUIPMENT	WT.
Common Clothes	3	Backpack (20 of 30 lbs. in gear):	5
Chain mail	55	5 Days of rations	10
Shield	6	Waterskin (full)	5
Mace	4	Prayer book	5
Holy symbol (sun)	1		
Light crossbow	5		
Quiver with 20 bolts	2.5		
Silver dagger	1		
		Pouch (1.5 of 6 lbs. in gear):	1
		10 Candles	-
		Tinderbox	1
		Alms box	-
		5 Sticks of incense	-
		<i>Potion of healing</i>	.5
		@ the Dreaming Djinni Inn:	n/a
		Blanket	(3)
		2 Blocks of incense	(-)
		Censer	(1)
		Vestments	(1)
			27.5
	76.5	Total Weight Carried:	104

Unencumbered: Str x 5 = 75
Heavily Encumbered: Str x 15 = 225

Encumbered: Str x 10 = 150
Speed: -10 ft. Encumbered, -20 ft. Heavily Encumbered

FEATURES & TRAITS

Spellcasting Ability. Wisdom is his spellcasting ability for his cleric spells. He uses his Wisdom whenever a cleric spell refers to his spellcasting ability.

Ritual Casting. He can cast a cleric spell as a ritual if that spell has the ritual tag and he has the spell prepared.

Spellcasting Focus. He can use his holy symbol as a spellcasting focus for his cleric spells.

Divine Domain: Life. Life Domain Spells. Domain spells are always prepared and known.

Cleric Level	Spells
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1st	<i>bles</i> , <i>cure wounds</i>
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3rd	<i>lesser restoration</i> , <i>spiritual weapon</i>
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5th	<i>beacon of hope</i> , <i>revivify</i>
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7th	<i>death ward</i> , <i>guardian of faith</i>
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9th	<i>mass cure wounds</i> , <i>raise dead</i>
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Disciple of Life. Whenever he uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life (1/rest). As an action, he presents his holy symbol and evokes healing energy that can restore 20 Hit Points (number of hit points equal to five times his cleric level). Choose any creatures within 30 feet of him, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. He can't use this feature on an undead or a construct.

Turn Undead. As an action, each undead that can see or hear him within 30 feet of him 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 him as it can, and it can't willingly move to a space within 30 feet of him. 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.

PERSONALITY TRAITS	IDEALS
<p>He sees omens in every event. The gods speak to mortals and they just need to listen. He idolizes a particular hero of his faith (Sir Ashk of Midmeadow), and constantly refer to that person's deeds and example.</p>	<p>Charity. He always try to help those in need, no matter what the personal cost. He tithes 20% of his treasure to his church (the Sanctuary of the Shining Orb).</p>
BONDS	FLAWS
<p>He owes his life to Varazdin (a cleric of Boccob) who killed an orc raider who was about to slay a severely wounded Rustov.</p>	<p>He is suspicious of dwarves. He tells himself that all creatures deserve the blessing of Pelor, but he can hear his father's words, "Only trust dwarves as far as you can throw 'em, my boy."</p>

BACKGROUND NOTES
<p>Birthdate: 26th of Readying, 558 C.Y.</p> <p>Rustov is one of six from the Trevethan clan. He has three brothers and two sisters who were all raised by his maternal grandparents (Pappa Rodak and Nanny Tola). His parents just disappeared one day when they went out to the fields to work and were never seen again.</p> <p>The ages of his five siblings are: 16 year old brother (-8 years), 18 year old brother (-6 years), 20 year old sister (-4 years), 25 year old brother (+1 year), and 28 year old sister (+4 years).</p> <p>His childhood was generally happy, filled with many friends, even though his family lived in an old farmer's shack on the outskirts of Pyllo village. Rustov's rosy childhood ended with the onset of being a young adult when he began to run with the wrong crowd and became an amateur thief. At the age of sixteen, he was caught by the Marshall's men and was sentenced to three years of hard labour in the service of the crown.</p> <p>In the middle of his time served, Rustov was his lowest as he struggled with the assigned work on a dark and cloudy day. Suddenly the clouds parted and a ray of sunlight fell on his face. At that moment, he heard Pelor speak just to him, "<i>Seek the sun and it will heal you. Bath in the sun and it will protect you.</i>" At that point, Rustov found his faith. After his sentence was over, he joined the Temple of the Shining Orb and became an acolyte in service to the church.</p> <p>After leaving his Temple as a full fledged cleric of Pelor, he met and befriended another cleric – a cleric of Boccob called Varazdin. They split their ways when Varazdin went southeast towards the Great Kingdom and Rustov headed north to the free town of Parthaldi. He has been in the town of Parthaldi on and off for several months now.</p> <p>Rustov has earned the nickname of "Alewynd" at the Dreaming Djinni inn because the locals are familiar with the fact that ale gives Rustov incredible gas and he loves his ale.</p>

