

Father Michel Versaime

CHARACTER NAME

Cleric (3)

CLASS & LEVEL

Human

RACE

Investigator

BACKGROUND

Lawful Good

ALIGNMENT

Smyther

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

11

0

DEXTERITY

12

+1

CONSTITUTION

10

0

INTELLIGENCE

15

+2

WISDOM

16

+3

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +1 Dexterity
- ☐ 0 Constitution
- ☐ +2 Intelligence
- ☒ +5 Wisdom
- ☒ +4 Charisma

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Crossbow, light

+3

1d8 + 1 piercing

Mace

+2

1d6 bludgeoning

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Abyssal; Common; Dwarvish; Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Pouch (1); Leather (1); Crossbow bolt (20); Waterskin (1); Shield (1); Candle (10); Manacles (1); Alms Box (1); Incense (2); Rations (1 day) (2); Censer (1); Amulet (1); Vestments (1); Tinderbox (1); Blanket (1); Horn to summon help (1); Backpack (1); Uniform with your rank (1)

EQUIPMENT

-----Actions-----

Channel Divinity: Radiance of the Dawn. Dispel magical darkness and deal 2d10 + 3 radiant damage (half on successful DC 13 Constitution save) to hostile creatures (range 30 feet, see PHB 61).

Channel Divinity: Turn Undead. Undead within 30 feet must make a DC 13 Wisdom save or be turned for 1 min. or until damaged (see PHB 59).

-----Reactions-----

Warding Flare. Impose disadvantage on an attack roll against you (use 3 times/long rest, see PHB 61).

(additional features & traits on page 2)

FEATURES & TRAITS



Father Michel Versaime

CHARACTER NAME

45

AGE

176cm

HEIGHT

70kg

WEIGHT

Hazel

EYES

White

SKIN

Dark Brown

HAIR



CHARACTER APPEARANCE

Father Versaillse, cleric, human, inquisitor, man, priest of pelor, shepard of arkley, knows Bruno, here to defend arkley, lawful good

CHARACTER BACKSTORY

NAME

Church of pelor



SYMBOL

ALLIES & ORGANIZATIONS

Channel Divinity. Channel divine power using Turn Undead or one of your domain Channel Divinity options. (use once/rest, see PHB 59).

Watcher's Eye. Can easily find local watch and criminal outposts (see SCAG 145).

ADDITIONAL FEATURES & TRAITS

TREASURE

Cleric

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Guidance
- Light (Domain)
- Resistance
- Thaumaturgy

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

14

- PREPARED
- SPELL NAME
- ☐ Burning Hands (Domain)
 - ☐ Detect Evil and Good
 - ☐ Faerie Fire (Domain)
 - ☐ Protection from Evil and Good
 - ☐ Sanctuary

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- ☐ Calm Emotions
- ☐ Flaming Sphere (Domain)
- ☐ Hold Person
- ☐ Scorching Ray (Domain)
- ☐ Zone of Truth

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SPILLS KNOWN

<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Burning Hands</div> <div></div> <div>As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Calm Emotions</div> <div></div> <div>You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Evil and Good</div> <div></div> <div>For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. 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.</div> <div>Cleric DC 13 Mod +5</div>
<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Faerie Fire</div> <div></div> <div>Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-2 conjuration</div> <div>MORCPUB</div> <div>Flaming Sphere</div> <div></div> <div>A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above</div> <div>Cleric DC 13 Mod +5</div>	<div>Divination cantrip</div> <div>MORCPUB</div> <div>Guidance</div> <div></div> <div>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.</div> <div>Cleric DC 13 Mod +5</div>
<div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Hold Person</div> <div></div> <div>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</div> <div>Cleric DC 13 Mod +5</div>	<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Light</div> <div></div> <div>You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Protection from Evil and Good</div> <div></div> <div>Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.</div> <div>Cleric DC 13 Mod +5</div>

Flaming Sphere *(reverse)*
2nd.

<div>Abjuration cantrip</div> <div>CORCPUB</div> <div>Resistance</div> <div>1 act. Touch V,S,M Conc, 1 min</div> <div>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.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-1 abjuration</div> <div>CORCPUB</div> <div>Sanctuary</div> <div>1 b.a. 30 ft V,S,M 1 min</div> <div>You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-2 evocation</div> <div>CORCPUB</div> <div>Scorching Ray</div> <div>1 act. 120 ft V,S Inst</div> <div>You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.</div> <div>Cleric DC 13 Mod +5</div>
<div>Transmutation cantrip</div> <div>CORCPUB</div> <div>Thaumaturgy</div> <div>1 act. 30 ft V Up to 1 min</div> <div>You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: • Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.</div> <div>Cleric DC 13 Mod +5</div>	<div>Level-2 enchantment</div> <div>CORCPUB</div> <div>Zone of Truth</div> <div>1 act. 60 ft V,S 10 mins</div> <div>You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.</div> <div>Cleric DC 13 Mod +5</div>	
