



NIKO		<div>4</div> <div>LEVEL</div>
CHARACTER NAME		
HERMIT	CLERIC	
BACKGROUND	CLASS	
HUMAN	LIFE DOMAIN	
SPECIES	SUBCLASS	

ARMOR CLASS

14

SHIELD

HIT POINTS	HIT DICE	DEATH SAVES
CURRENT	SPENT	SUCCESSES
TEMP	408	FAILURES
35	MAX	
MAX		

SIZE

MEDIUM

INITIATIVE

+0

SPEED

30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
NIKO'S MACE	+4	106 + 2 BLUDGEONING	

PROFICIENCY BONUS

+2

INTELLIGENCE

-1

8

MODIFIER SCORE

STRENGTH

+2

14

MODIFIER SCORE

☐ +2 Saving Throw
 ☐ +2 Athletics

☐ -1 Saving Throw
 ☐ +3 Arcana
 ☐ -1 History
 ☐ -1 Investigation
 ☐ -1 Nature
 ☒ +5 Religion

DEXTERITY

+0

10

MODIFIER SCORE

☐ +0 Saving Throw
 ☐ +0 Acrobatics
 ☐ +0 Sleight of Hand
 ☐ +0 Stealth

WISDOM

+4

18

MODIFIER SCORE

☒ +6 Saving Throw
 ☐ +4 Animal Handling
 ☒ +6 Insight
 ☒ +6 Medicine
 ☒ +6 Perception
 ☐ +4 Survival

CONSTITUTION

+1

13

MODIFIER SCORE

☐ +1 Saving Throw

CHARISMA

+2

14

MODIFIER SCORE

☒ +4 Saving Throw
 ☐ +2 Deception
 ☐ +2 Intimidation
 ☐ +2 Performance
 ☒ +4 Persuasion

HEROIC INSPIRATION

EQUIPMENT

NIKO'S MACE  
 BREASTPLATE  
 HEALER'S KIT  
 HOLY SYMBOL (AMULET)  
 PRIEST'S PACK

Magic Item Attunement  
☒ NIKO'S MACE  
☐  
☐

LANGUAGES

COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields  
 PROFICIENCIES  
 SIMPLE WEAPONS, HERBALISM KIT

COINS

CP	SP	EP	GP	PP
			2	

# NIKO

## HUMAN TRAITS

As a Human, you have these special traits.

**Resourceful.** You gain Heroic Inspiration whenever you finish a Long Rest.

**Skillful.** You gain proficiency in one skill of your choice. (This is included above.)

**Versatile.** You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

## FEATS

### ABILITY SCORE IMPROVEMENT

*General Feat (Prerequisite: Level 4+)*

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20. (This is included above.)

**Repeatable.** You can take this feat more than once.

### HEALER

*Origin Feat*

You gain the following benefits.

**Battle Medic.** If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

**Healing Rerolls.** Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

### TOUGH

*Origin Feat*

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

## CLERIC CLASS FEATURES

### LEVEL 1: SPELLCASTING

You have learned to cast spells through prayer and meditation.

**Cantrips.** You know five Cleric cantrips from the Cleric spell list.

**Spell Slots.** You have four level 1 spell slots and three level 2 spell slots for your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose seven spells of level 1 or level 2.

If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you.

**Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your Cleric spells.

**Spellcasting Focus.** You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

**Spell DC: 14      Spell Attack Modifier: +6**

### CANTRIPS (AT WILL)

Spell	School	Special*
<i>Guidance</i>	Divination	C
<i>Light</i>	Evocation	—
<i>Sacred Flame</i>	Evocation	—
<i>Thaumaturgy</i>	Transmutation	—
<i>Toll the Dead</i>	Necromancy	—

### LEVEL 1 CLERIC SPELLS (SLOTS: 4)

Spell	School	Special*
<i>Bless</i> (always prepared)	Enchantment	C, M
<i>Cure Wounds</i> (always prepared)	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Guiding Bolt</i>	Evocation	—
<i>Healing Word</i>	Abjuration	—
<i>Shield of Faith</i>	Abjuration	C

# NIKO

## LEVEL 2 CLERIC SPELLS (SLOTS: 3)

Spell	School	Special*
<i>Aid</i> (always prepared)	Abjuration	—
<i>Lesser Restoration</i> (always prepared)	Abjuration	—
<i>Prayer of Healing</i>	Abjuration	—
<i>Protection from Poison</i>	Abjuration	—
<i>Spiritual Weapon</i>	Evocation	C

\*In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

## LEVEL 1: DIVINE ORDER

You have dedicated yourself to the following sacred role.

**Thaumaturge.** You know one extra cantrip from the Cleric spell list (included above). In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1). (This is also included above.)

## LEVEL 2: CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

**Divine Spark.** As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

**Turn Undead.** As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails

its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

## LEVEL 3: DISCIPLE OF LIFE

When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

## LEVEL 3: LIFE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. (At your Cleric level, you always have the *Aid*, *Bless*, *Cure Wounds*, and *Lesser Restoration* spells prepared.)

## LEVEL 3: PRESERVE LIFE

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

## LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

## EQUIPMENT

### NIKO'S MACE

*Weapon (Mace), Very Rare (Requires Attunement by a Spellcaster)*

This Mace has 6 charges and regains 1d6 expended charges daily at dawn. While holding the Mace, you can expend 1 of its charges to cast *Summon Celestial* (+9 to hit with spell attacks).