

Cassius Banwyvern

CHARACTER NAME

20 Cleric

CLASS & LEVEL

Dragonborn (Bronze)

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

Paddy

PLAYER NAME

386,950

EXPERIENCE POINTS

STRENGTH
+3
16

DEXTERITY
-1
8

CONSTITUTION
+4
18

INTELLIGENCE
0
10

WISDOM
+5
20

CHARISMA
+1
13

INSPIRATION

+6 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- 1 Dexterity
- +4 Constitution
- +0 Intelligence
- +11 Wisdom
- +7 Charisma

SKILLS

- 1 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +0 Arcana (Int)
- +3 Athletics (Str)
- +1 Deception (Cha)
- 0 History (Int)
- +11 Insight (Wis)
- +1 Intimidation (Cha)
- 0 Investigation (Int)
- +11 Medicine (Wis)
- 0 Nature (Int)
- +5 Perception (Wis)
- +1 Performance (Cha)
- +7 Persuasion (Cha)
- +6 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +5 Survival (Wis)

21 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum 183

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20

d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Holy Avenger	+12	1d8 + 6 slash
Holy Avenger (2-H)	+12	1d10 + 6 slash

HA: +3 longsword, warhammer, +2d10 radiant damage to undead, adv on saving throws vs. magic [30ft. radius]

Breath Weapon: 5 by 30ft line, DC19 DEX save, 5d6 lightning damage/half on success

Destroy Undead (CR4 or lower)

Channel Divinity (3 charges/rest)
Turn Undead (undead flee)
Guided Strike (+10 to attack roll)
War God's Blessing (+10 to ally as reaction)

War Priest (if attacking, add one attack as your bonus action, 5 charges)

Divine Strike (+2d8 damage on weapon once/turn)

Avatar of Battle: resistance to nonmagical weapons
Damage resistance: lightning

PASSIVE WISDOM (PERCEPTION)

Armor: light, medium, heavy, shields
Weapons: simple, martial
Saving Throws: WIS, CHA
Skills: Insight, Medicine, Persuasion, Religion
Languages: Common, Orc, Celestial, Draconic

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- GF 23 Xavius' Platemail: 18+1 AC, immunity to fire.
- SF 41 Mirror Shield: emit bright light on command.
- EP
- GF 22,514 Reflect targeted spells on a 6 on d6 (3 charges).
- PF



Cleric level 20

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

19

SPELL SAVE DC

+11

SPELL ATTACK BONUS

0 **CANTRIPS**

- Mending
- Resistance
- Sacred Flame
- Spare The Dying
- Thaumaturgy

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 **4**

SPELL NAME

- Divine Favor
- Shield of Faith
- Bane
- Detect Magic

2 **3**

- Magic Weapon
- Spiritual Weapon
- Hold Person
- Augury

3 **3**

- Crusader's Mantle
- Spirit Guardians
- Dispel Magic
- Daylight
- Mass Healing Word
- Sending

4 **3**

- Freedom of Movement
- Stoneskin
- Divination
- Death Ward
- Guardian of Faith
- Locate Creature

5 **3**

- Flame Strike
- Hold Monster
- Commune
- Contagion

6 **2**

- Harm
- Heal

7 **2**

- Resurrection
- Symbol
- Regenerate
- Etherealness

8 **1**

- Antimagic Field
- Earthquake

9 **1**

- Mass Heal
- Astral Projection

SPELLS KNOWN