

Yuuki (Hope)

Hill dwarf Cleric 5 - CR 2

Neutral Good Humanoid; Deity: **Ni**; Background: **Acolyte**;
Age: **26**; Height: **4' 1"**; Weight: **122lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	10	0	+0
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	16	+3	+3
INT INTELLIGENCE	12	+1	+1
WIS WISDOM	17	+3	+6
CHA CHARISMA	8	-1	+2

AC	16	Initiative	+2	Speed	25 ft
Proficiency	+3	Inspiration			
HP	60	HD	5d8	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				

+1 Quarterstaff

Main hand: **+4, 1d6+1 bludgeoning** Versatile
Both hands: **+4, 1d8+1 bludgeoning**

Dagger

Main hand: **+5, 1d4+2 piercing** Rng: 20 ft./60 ft.
Main w/ offhand: **+5, 1d4+2** Finesse, Light, Thrown
piercing
Offhand: **+5, 1d4 piercing**
Ranged: **+5, 1d4+2 piercing**
Ranged w/ offhand: **+5, 1d4+2**
piercing
Ranged offhand: **+5, 1d4**
piercing

Unarmed strike

Main hand: **+3, 1 bludgeoning**

Breastplate

+4



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+3	WIS (3)	-	
Arcana	+1	INT (1)	-	
Athletics	+0	STR (0)	-	
Deception	-1	CHA (-1)	-	
History	+1	INT (1)	-	
Insight	+3	WIS (3)	-	
Intimidation	-1	CHA (-1)	-	
Investigation	+1	INT (1)	-	
Medicine	+3	WIS (3)	-	
Nature	+1	INT (1)	-	
Perception	+3	WIS (3)	-	
Performance	-1	CHA (-1)	-	
Persuasion	-1	CHA (-1)	-	
Religion	+1	INT (1)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+3	WIS (3)	-	

Passive Perception: 13

Other Proficiencies:

Weapons: Simple weapons; Battleaxe; Handaxe; Light hammer; Warhammer

Armor: Heavy armor; Light armor; Medium armor; Shields

Damage Resistances poison

Gear

**Total Weight Carried: 47 lbs,
(Maximum: 150 lbs)**

+1 Quarterstaff	4 lbs
2 blocks of incense	-
Alms box	-
Backpack (empty)	5 lbs
Blanket	3 lbs
Breastplate	20 lbs
Candle x10	-
Censer	-
Dagger	1 lb
Healer's kit (10 uses)	3 lbs
Holy symbol (amulet, ????)	1 lb
Rations x2	4 lbs (2 @2 lbs)
Tinderbox	1 lb
Vestments	-
Waterskin	5 lbs

Special Abilities

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can

Channel Divinity: Turn Undead (DC 14 Wis)

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

Destroy Undead (CR 0.5)

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use 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.

Dwarven Resilience

You have advantage on saving throws against poison, and you have resistance against poison damage.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or

Stonecunning

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tracked Resources

Candle	□□□□□ □□□□□
Channel Divinity (1/short rest)	□
Dagger	□
Healer's kit (10 uses)	□□□□□ □□□□□
Rations	□□

Experience & Wealth

Experience Points: 4/5

Current Cash: **You have no money!**

Role Playing

Personality Trait: Common Ground - I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.

Personality Trait: Idolize Hero - I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.

Ideal: Charity - I always try to help those in need, no matter what the personal cost. (Good)

Bond: Relic - I would die to recover an ancient relic of my faith that was lost long ago.

Flaw: Obsess About Goals - Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Languages

Common
Dwarvish

Elvish
Giant

Spell Slots

3rd level	□□
2nd level	□□□
1st level	□□□□

Spells & Powers

Cleric spells memorized (CL 5th)

Spell Save DC 14 Spell Attack +6

3rd—*beacon of hope, revivify*

2nd—*hold person, lesser restoration, prayer of healing, spiritual weapon*

1st—*bleed, cure wounds, cure wounds, detect magic^R, detect poison and disease^R, guiding bolt, healing word, shield of faith*

Cantrips—*light, mending, resistance, word of radiance*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Yuuki (Hope) – Abilities & Gear

Darkvision (60 feet)

Racial Ability, Senses (Dwarf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Dwarven Resilience

Racial Ability (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage.

Shelter of the Faithful

Unknown

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Stonecunning

Racial Ability (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Channel Divinity

Class Ability (Cleric)

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Preserve Life

Class Ability (Cleric)

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead (DC 14 Wis)

Class Ability (Cleric)

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you 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 you as it can, and it can't willingly move to a space within 30 feet of you. 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.

Destroy Undead (CR 0.5)

Class Ability (Cleric)

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Destroy Undead

Cleric Level Destroys Undead of CR

5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Disciple of Life

Class Ability (Cleric)

Also starting at 1st level, your healing spells are more effective. Whenever you use 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.

Yuuki (Hope), Cleric 5 – Spells

Light <i>Evocation cantrip</i> Casting Time: 1 action Range: Touch Components: V, M (a firefly or phosphorescent moss) Duration: 1 hour <p>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.</p> <p>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.</p>	Cleric 0th	Bless <i>1st-level enchantment</i> Casting Time: 1 action Range: 30 feet Components: V, S, M (a sprinkling of holy water) Duration: Concentration, up to 1 minute <p>You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p>	Cleric 1st
Mending <i>Transmutation cantrip</i> Casting Time: 1 minute Range: Touch Components: V, S, M (two lodestones) Duration: Instantaneous <p>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.</p> <p>This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.</p>	Cleric 0th	Cure Wounds <i>1st-level evocation</i> Casting Time: 1 action Range: Touch Components: V, S Duration: Instantaneous <p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p>	Cleric 1st
Resistance <i>Abjuration cantrip</i> Casting Time: 1 action Range: Touch Components: V, S, M (a miniature cloak) Duration: Concentration, up to 1 minute <p>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.</p>	Cleric 0th	Cure Wounds <i>1st-level evocation</i> Casting Time: 1 action Range: Touch Components: V, S Duration: Instantaneous <p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p>	Cleric 1st
Word of Radiance <i>Evocation cantrip</i> Casting Time: 1 action Range: 5 feet Components: V, S, M (a holy symbol) Duration: Instantaneous <p>Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.</p> <p>The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p> <p>Appears In: Xanathar's Guide To Everything</p>	Cleric 0th	Detect Magic <i>1st-level divination (ritual)</i> Casting Time: 1 action Range: Self Components: V, S Duration: Concentration, up to 10 minutes <p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.</p> <p>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.</p>	Cleric 1st

Yuuki (Hope), Cleric 5 – Spells

Detect Poison and Disease

Cleric 1st

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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.

Guiding Bolt

Cleric 1st

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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.

Healing Word

Cleric 1st

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Shield of Faith

Cleric 1st

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Hold Person

Cleric 2nd

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

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.

Lesser Restoration

Cleric 2nd

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Prayer of Healing

Cleric 2nd

2nd-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Spiritual Weapon

Cleric 2nd

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Yuuki (Hope), Cleric 5 – Spells

Beacon of Hope

Cleric 3rd

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Revivify

Cleric 3rd

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.