

NAME: \_\_\_\_\_  
 CLASS: Cleric  
 BACKGROUND: High Born  
 RACE: Human  
 NATIONALITY: Coryani Empire (Balantica)  
 CHURCH: Mother Church  
 DEITY: Saluwe'  
 LEVEL: 1st

## ABILITY SCORES

	SCORE	BONUS	SAVING THROWS	
STRENGTH:	10	+0	+0	<input type="checkbox"/>
DEXTERITY:	16	+3	+4	<input type="checkbox"/>
CONSTITUTION:	12	+1	+1	<input type="checkbox"/>
INTELLIGENCE:	11	+0	+0	<input type="checkbox"/>
WISDOM:	14	+2	+4	<input checked="" type="checkbox"/>
CHARISMA:	12	+1	+3	<input checked="" type="checkbox"/>
BLOODRANK	0			

PROFICIENCY BONUS	+2	SPEED	
PASSIVE PERCEPTION	14	SPEED:	30'
		SPECIAL:	0

SKILLS	
SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex)*	+5
Animal Handling (Wis)	+2
Arcana (Int)	+0
Athletics (Str)	+0
Deception (Cha)	+1
History (Int)*	+0
Insight (Wis)*	+4
Intimidation (Cha)	+1
Investigation (Int)	+0
Medicine (Wis)	+2
Nature (Int)*	+2
Perception (Wis)*	+4
Performance (Cha)	+1
Persuasion (Cha)	+1
Religion (Int)*	+2
Sleight of Hand (Dex)	+4
Stealth (Dex)*	+5
Survival (Wis)*	+4

\* Trained skill

## OTHER PROFICIENCIES

Flute

## LANGUAGES

Low Coryani  
 High Coryani  
 Altharin

LITERATE? ☒

## PERSONALITY TRAITS

The power of Saluwe' runs strong within you, yet you easily control your bestial nature, acting properly, posed, & refined, even in battle. That is, until you decide not to.

## IDEALS

Seek to understand Saluwe's will and master the gifts She has blessed you with. You seek ever greater prey and thrill in the hunt, but also seek balance with your bestial nature.

## BONDS

You seek to become an asset to not only your family but your church, and pray that both remained aligned.

## FLAWS

You do not possess as much control as you portray. You feel that, while in combat, you enjoy the smell and taste of blood too much. A fact you keep from your friends and even members of your own faith

## DEFENSES & HEALTH

ARMOR CLASS	14	TEMP HP		CURRENT HP	
HIT POINTS	9				
HIT DICE	1D8			DEATH SAVES	
				MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FAILED

## ATTACKS & SPELL CASTING

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
CLAWS	+5	1D4+3(S)	
Light, Finesse (see hands of the mother, back)			
SHORT BOW	+5	1D6+3(P)	80'/320'
Ammunition (20 arrows, 10 Silver Arrows), two-handed			

## SPELLS PREPARED

Hunter's Mark*	Bless
Longstrider*	Cure Wounds
Guiding Bolt*	Shield of Faith

\* denotes always prepared

## CANTRIPS

Light	Thaumaturgy
Sacred Flame	

## SPELL SLOTS

Spell Slots		
1st level	2nd level	3rd level
2	-	

## ATTACK & SAVES:

Spell Attack	Save DC
+4	12



## EQUIPMENT:

**Priest's Pack:** Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

A signet ring with your family's coat of arms, a trinket such as a coin or crystal used to focus during meditation, a set of fine clothes, and a purse containing 25 gp.

Short Bow (20 arrows, 10 Silver), leather armor

## CLERICAL CLASS 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 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.

### Channel Divinity: Turn Undead

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.

## CLERICAL ASPECT: THE PRIMAL HUNTRESS

Most worship Saluwé as the Empress of the Heavens and the Green Goddess. She is the very earth that brings forth food. Priestesses of the Primal Huntress live to embody Saluwé's more savage nature, reveling in the glory of the hunt and the seductive moment of the kill. They hone their skills, hunting ever more dangerous prey, and strive to embody the purity of the hunt itself.

### TENETS OF FAITH

Clerics who revere Saluwé, the Primal Huntress share the following tenets and traditions of belief:

- **Hunt:** The hunt lets you feel the power of Saluwé beating in your heart. Do not hunt for sport, eat what you kill and honor the Primal Huntress.
- **Justice:** The blood of the innocent is sacred but the wicked and the cruel should feel the sting of your claws.
- **Protector:** Protect those on the edges of civilization from the wild beasts of the land.
- **Self-Sufficiency:** Forgo claws of iron and shells of steel; the Primal Huntress has given you everything you need for the hunt.
- **Strike the Balance:** Strike a balance between the spread of civilization and the wilderness. Man will encroach upon virgin territory and use the bounty of the land to sustain themselves, but prevent them

### Saluwe', The Primal Huntress

Cleric

Level	Spells
1st	<i>Hunter's Mark, Longstrider</i>
3rd	<i>Primal Senses, Pass without Trace</i>
5th	<i>Bestial Form, Conjure Animals</i>
7th	<i>Freedom of Movement, Locate Creature</i>
9th	<i>Crushing Weight, Commune with Nature</i>

### Bonus Proficiencies

Clergy who follow the aspect of The Primal Huntress gain proficiency with the Stealth and Survival.

### Hands of Our Mother

Starting at 1st level, as a bonus action, you extend your nails into very sharp claws. You can also retract your claws as a bonus action. You gain the following benefits when your claws are extended:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You may choose to use your claws when making unarmed strikes. Your claws deal 1d4 slashing damage. This damage increases to a d6 at 5th level, a d8 at 11th level, and a d10 at 7th level.
- When you use the Attack action with your claws on your turn, you can make one with your claws as a bonus action.
- At 6th level, your claws deal magical slashing damage.

### Channel Divinity: Hunter's Senses

Starting at 2nd level, you can use your Channel Divinity to sense the presence of beasts and other creatures around you. As an action, you grasp your holy symbol and whisper a prayer to the Primal Huntress. Until the end of your next turn, you know the location of any beast, ssethric, ooze, plant, or undead within 60 feet of you that is not behind total cover. You learn the type of each creature you sense, but not the identity.

### Channel Divinity: Flurry of Claws

Also starting at 2nd level, you use your Channel Divinity to lash out at all creatures around you with your claws. As an action, you touch your holy symbol and growl a prayer to the Primal Huntress. You can make an unarmed strike against every creature adjacent to you.

## NEW FEATS

### Powerful Cant

**Prerequisite:** Divine Spell Caster

*There is one particular prayer you have come to cherish and whenever you cast it you are filled with righteous awe.*

Choose one spell you can cast of 1st level or higher. (your chosen spell is **Guiding Bolt**)

- You always have your chosen spell prepared and it doesn't count against the number of spells you can prepare each day.
- Anyone attempting to interrupt or end your chosen spell with counterspell or dispel magic must make an ability check using their spellcasting ability regardless of your spell's level.
- When you roll for damage or healing with your spell, you may treat any 1 on a damage or healing die as a 2. If your spell doesn't deal damage or heal, you may treat your spell as if you had cast it with a spell slot one level higher than the one you used to cast the spell, up to a 6th level spell slot.

## NEW SPELL

### PRIMAL SENSES

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** 1 hour

You gain the keen hearing and smell of a wild beast. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track. You also gain a +5 bonus to your passive Perception.