



Arinise

HOUSE DIVINE - CLERIC

It is only in darkness can we see how bright the light shines.

Arinise seems to always have something to smile about. It's almost infectious. Coming from a large family, Arinise was different from her brothers and sisters, which is to say that she was the only member of the family that had horns. She had a singular willingness to learn from her failures and would often chuckle, trying again when she fell over. Arinise's parents were caretakers of the local temple, and her life was quiet and largely filled with chores, study, and games. While at the temple, she earned several awards, which she wore with pride. Since arriving at the Grand Academy, Arinise has both struggled and excelled in equal measure. Adorning her shield with badges, stickers, and awards from her extracurricular activities, Arinise reminds herself that to be good you sometimes must first stumble.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

ONE ACTION



Attack with a weapon or cast a spell.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your **Bonus Action**.



Grapple a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.



Dash allows you to move up to your speed, in addition to your **move action**.



Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.



Dodge to focus on defense. Attacks made against you have disadvantage.



Help gives an ally advantage to an ability check or attack.



Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.



Ready an Action performs a single action later in a round, using your **Reaction**, once a trigger occurs.



Search devotes your turn to finding something. This may require a **Perception** or **Investigation** check.



Shove lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.



Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a **Readied Action** that has been triggered.
- Some spells can only be used as a **Reaction**.

ONE INTERACTION



A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Arinise** Class **Cleric** Level **---**

Tiefling

HERITAGE

Learn a card trick or similar extracurricular skill.

BEST FRIEND

Cover the remainder of her shield with award medals from the academy.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL



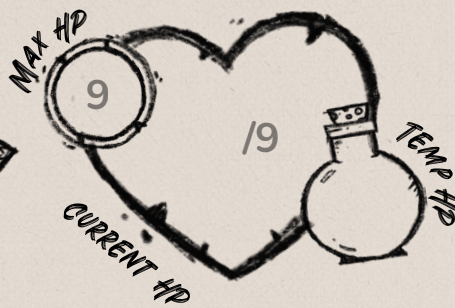
ARMOUR CLASS



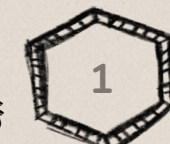
INITIATIVE



SPEED



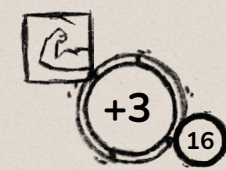
CURRENT HP



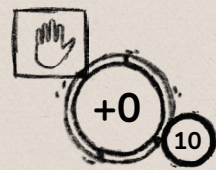
HIT DIE (D8)



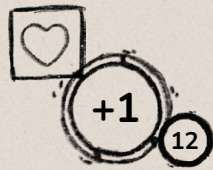
DEATH SAVES



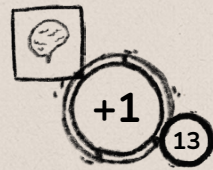
STRENGTH



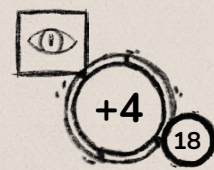
DEXTERITY



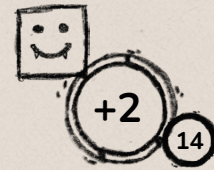
CONSTITUTION



INTELLIGENCE



WISDOM



CHARISMA

Horse Ragdoll. You can spend 5ft of movement to stand up from prone rather than half your movement.

ANCESTRAL ITEM

LANGUAGES
Common, Infernal and 1 additional language

EQUIPMENT
CP SP GP

House Badge
Ancestral, Horse Ragdoll
Light Hammer
Light Crossbow and 20 Bolts
Priest's Pack
Shield
Holy Symbol

SAVING THROWS

Strength Constitution +6 Wisdom
 Dexterity Intelligence +4 Charisma

ATTACKS

Light Crossbow. 80ft/320ft.
+2 to hit. On hit 1d8 PIERC DMG.
Light hammer. 5ft Reach. +5 to hit.
On hit 1d4+3 BLUDG DMG.

FEATURES & TRAITS

Academy Student. When a student wearing a House Badge is reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.
House Badge. Divine.
A student of House Divine can once per Short Rest you can cause a creature within 30ft of you to reroll a d20 (on an ATTK roll, CHECK, SAVE or death SAVE). You must use the new result.

Darkvision. 60ft.
Hellish Resistance. Fire resistance.

SPELLCASTING

Cantrips

- Guidance.** 1 ACT, touch, Concentration, up to 1 minute, creature can add 1d4 to one CHECK.
- Light.** 1 ACT, touch, 1 hour, one object until the spell ends. The object sheds bright light in a 20ft radius and dim light for an additional 20 feet.
- Sacred Flame.** 1 ACT, 60ft, 1 creature DEX SAVE (DC 14) Failure 1d8 radiant damage.
- Thaumaturgy.** (Infernal Legacy) 1 ACT. 30ft. Up to 1min. Manifest a minor wonder or sign of supernatural power. (Can be audible, visual or felt but not damaging).

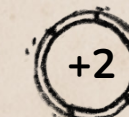
1st level

- Healing Word.** 1 BA, 6ft, 1 creature regains HP equal to 1d4 + 4.
- Protection from Evil and Good.** 1 ACT, Touch, Concentration up to 10 minutes. For duration, one creature you touch is protected against aberrations, celestials, elementals, fey, fiends, and undead. Creatures of those types have DIS on ATTK 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 SAVE against the effect.
- Sanctuary.** 1 BA, 30ft, 1 minute, Until the spell ends, any creature who targets the creature with an ATTK or a harmful spell must first make a WIS SAVE (DC 14). FAIL, the creature must choose a new target or lose the ATTK or spell. Spell ends early if creature makes an ATTK or casts a spell that affects an enemy creature.
- Shield of Faith.** 1 BA, 60ft, Concentration, up to 10 minutes, 1 creature +2 AC for duration.
- Guiding Bolt.** 1 ACT, 120ft, 1 round, ranged spell ATTK (+6) against the target. On a hit, 4d6 RAD damage, next ATTK before end of your next turn has ADV.



Skills (Proficient)

+3 (INT) History
 +6 (WIS) Medicine
 +4 (CHA) Persuasion
 +3 (INT) Religion



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

Spellcasting

You can prepare five cleric spells, two 1st level slots. Long Rest.

Character Levelling

Divine Domain. Arinise picks a divine domain that reflects the focus of the divine energy they call upon. Pick your own, work with your GM to come up with one that matches your play style or use the example below:

Life Domain: Disciple of Life. Your 1st level healing spells heal an extra 2 HP + spell level.

Domain spells: Bless, Cure Wounds. (Always prepared).

LEVEL II

1ST

HP: Arinise increases her maximum and current HP by 6 (to a total of 15) and she gains 1 additional hit dice (to a maximum of 2d8).

Features and Abilities:

Channel Divinity. 1 use Short Rest or Long Rest.

Turn Undead. ACT DC 14

Life Domain: Channel Divinity: Preserve Life. 1 ACT, 30ft, your class level x5 heal up to half health creatures you choose within range.

Spells. You gain an additional 1st level spell slot, you can prepare one additional cleric spell.

LEVEL III

1ST 2ND

Features and Abilities:

Arinise increases her maximum and current HP by 6 (to a total of 21) and she gains 1 additional hit dice (to a maximum of 3d8).

Infernal Legacy. Hellish Rebuke. (DC 14 DEX SAVE) at 2nd level 1 use Long Rest. REA, 60ft, 3d10 FIRE DMG on FAIL, half as much on a SUC.

Ancestral Item: If you move at least 10ft before making a melee weapon or spell ATTK against a creature the creature is knocked prone if the ATTK hits.

Spells: You gain an additional 1st level spell slot and gain two 2nd level spell slots, you can prepare one additional cleric spell and learn one additional cantrip. You always have the following **Life Domain** spells prepared: **Lesser Restoration** and **Spiritual Weapon**. This does not count towards the number of spells you can have prepared.