

TYLER JACOBSON



**Niko**  
 CHARACTER NAME

HERMIT BACKGROUND CLERIC CLASS  
 HUMAN SPECIES LIFE DOMAIN SUBCLASS

**4**  
 LEVEL

**SIZE**  
 MEDIUM

**INITIATIVE**  
 +0

**SPEED**  
 30 FEET

**ARMOR CLASS**  
 15  
 SHIELD

**HIT POINTS**

TEMP	
CURRENT	35
MAX	

**HIT DICE**

SPENT	
4D8	
MAX	

**DEATH SAVES**

SUCCESSES: 0  
 FAILURES: 0

**WEAPON ATTACKS**

Name	Atk Bonus	Damage	Properties
Niko's MACE	+4	1D6 + 2 BLUDGEONING	

**PROFICIENCY BONUS**  
 +2

**INTELLIGENCE**  
 MODIFIER: -1 SCORE: 8

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

**STRENGTH**  
 MODIFIER: +2 SCORE: 14

- +2 Saving Throw
- +2 Athletics

**FEATS**

ABILITY SCORE IMPROVEMENT\*  
 HEALER  
 TOUGH\*

**CLASS FEATURES**

SPELLCASTING  
 DIVINE ORDER (THAUMATURGE)\*  
 CHANNEL DIVINITY  
 DISCIPLE OF LIFE  
 LIFE DOMAIN SPELLS\*  
 PRESERVE LIFE  
 ABILITY SCORE IMPROVEMENT\*

**DEXTERITY**  
 MODIFIER: +0 SCORE: 10

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

**WISDOM**  
 MODIFIER: +4 SCORE: 18

- +6 Saving Throw
- +4 Animal Handling
- +6 Insight
- +6 Medicine
- +6 Perception
- +4 Survival

**SPECIES TRAITS**

RESOURCEFUL  
 SKILLFUL\*  
 VERSATILE\*

**CONSTITUTION**  
 MODIFIER: +1 SCORE: 13

- +1 Saving Throw

**CHARISMA**  
 MODIFIER: +2 SCORE: 14

- +4 Saving Throw
- +2 Deception
- +2 Intimidation
- +2 Performance
- +4 Persuasion

**HEROIC INSPIRATION**

**LANGUAGES** | COMMON, DRAGONIC, ELVISH

**ALIGNMENT** | NEUTRAL GOOD

**EQUIPMENT TRAINING & PROFICIENCIES**

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

**COINS**

CP	SP	EP	GP	PP
	2		28	

# NIKO

## SPELLCASTING

Spellcasting Ability: Wisdom

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

### 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.

## EQUIPMENT

NIKO'S MACE

CHAIN SHIRT

SHIELD

HOLY SYMBOL

PRIEST'S PACK

HERBALISM KIT

BEDROLL

BOOK (PHILOSOPHY)

LAMP

OIL (3 FLASKS)

TRAVELER'S CLOTHES

### 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).

Magic Item Attunement

◆ NIKO'S MACE

