

Sen Icaran

They/Them

Lv. 3 Adherent Cosmopolitan Human Cleric

+O
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

I4

I6
With Shield

Exhaustion

Hit Points

Max
24

Current

Temp

Hit Dice

Type
d8

Used

Max
3

Luck

success

Death Saves

failure

+I
STR
12
save
+I

+O
DEX
10
save
+O

+2
CON
14
save
+2

+2
INT
14
save
+2

+3
WIS
16
save
+5

-I
CHA
9
save
+I



Skills

- +0 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- +1 Athletics (Str)
- -1 Deception (Cha)
- +4 History (Int)
- +5 Insight (Wis)
- -1 Intimidation (Cha)
- +4 Investigation (Int)
- +5 Medicine (Wis)
- +2 Nature (Int)
- +5 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- +4 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +3 Survival (Wis)

Weapon	To Hit	Damage	Range
Mace Bash	+3	1d6 + 1	melee
Dagger Pinning Shot	+3	1d4 + 1	20/60
Fire Bolt	+5	1d10+2	120

Inventory

Priest's Pack
Scale Mail
Shield
Holy Symbol

Common Clothes
Prayer Book
Vestments

Wealth

10 GP

Class Features

Manifest Miracles:

You learn one additional cantrip of your choice from any source of magic. This cantrip counts as a Divine cantrip for you, but it doesn't count against the number of cantrips you know. In addition, you can add your PB to the damage you deal with any Divine cantrip.

Channel Divinity: Searing Radiance:

As an action, you channel divine radiance through every magical light source that you've created. Each hostile creature within the bright light of those sources must make a CON save or take 4d8 radiant damage (half of that damage on a successful save).

Imbue Light:

You learn the light and dancing lights cantrips. Dancing lights no longer requires concentration and lasts for the duration or until you cast the spell again. These cantrips count as Divine spells when you cast them.

Overwhelming Flash (2x per long rest):

When a creature within 10 feet of you makes an attack roll, you can use your reaction to release a brilliant flash of divine light. The creature suffers a -3 penalty to its roll, potentially missing their target. If the attack still hits, the attacking creature is blinded until the end of its turn.

Talents & Traits

Comrade:

- You can use the Help action as a bonus action on each of your turns.
- When an ally you can see or hear within 30 feet of you spends one or more Luck, you can also spend Luck to increase their roll.
- When an ally within 30 feet of you is reduced to 0 hit points or fails a death save, you gain 2 Luck.

Field Medic:

- When you make a WIS (Medicine) check, treat any d20 roll of 9 or lower as though you rolled a 10.
- As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature regains a number of hit points equal to their CON modifier +2. A creature healed in this way can't receive the benefits of this feature again until it finishes a short or long rest.
- When you spend hit dice to regain hit points during a short rest, you can reroll up to 2 dice and must take the new result.

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Divine Spell List

WIS
Spellcasting
Ability

13
Save DC

+5
Bonus.

1st Circle Spell Slots ○ ○ ○ ○
2nd Circle Spell Slots ○ ○

Dancing Lights

Divine Cantrip (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M
Duration: 1 minute
You create up to four torch-sized lights within range. You can also combine the four lights into one glowing vaguely Humanoid form. Each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range.

Guidance

Divine Cantrip (Divination)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 min
You grant your target a bonus to its next ability check. You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Light

Divine Cantrip (Evocation)
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 1 hour
You touch one object that is no larger than 10 feet in any dimension. The object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a DEX save to avoid it.

Mending

Divine Cantrip (Transmutation)
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Instantaneous
This spell repairs a single break or tear in an object you touch. 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. If this spell is used to repair an object with hit points, it can restore up to 1 HP per casting up to 50% of max.

Sacred Flame

Divine Cantrip (Evocation)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Flame-like radiance descends on a creature that you can see within range. The target must succeed on a DEX save or take 1d8 radiant damage. The target gains no benefit from cover for this save.

Fire Bolt

Divine Cantrip (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Purify Food And Drink

1st-Circle Divine Ritual (Transmut.)
Casting Time: 1 minute
Range: 10 feet
Components: V, S
Duration: Instantaneous
You cleanse food and drink for safe consumption. All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prayer of Healing

2nd-Circle Divine Ritual (Necro.)
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 + 3. Once you cast this spell, you can't do so again until you complete a long rest.

Prepared Spells:

Burning Hands

Guiding Bolt

Moonbeam

Scorching Ray

Cleric Spells

1ST CIRCLE

Bane (Enchantment) Foes subtract d4 from rolls.
Bless (Enchantment) Allies add d4 to rolls.
Burning Hands (Evocation) Fire harms foes, ignites objects.
Command (Enchantment) Creature obeys one-word order.
Cure Wounds (Necromancy) Average heal to ally.
Detect Evil and Good (Divination) Locate creature types nearby.
Divine Favor (Evocation) Your weapon deals extra radiant.
Guiding Bolt (Evocation) Radiant harms and halos foe.
Healing Word (Necromancy) Minor heal at 60 ft.
Heroism (Enchantment) Ally is immune to fear, gains temporary HP.
Inflict Wounds (Necromancy) Average necrotic to foe.
Protection from Evil and Good (Abjuration) Ward against creature types.
Sanctuary (Abjuration) Ward a creature against attacks.
Shield of Faith (Abjuration) Creature gets +2 AC.

2ND CIRCLE

Aid (Abjuration) Raises current and maximum HP.
Blindness/Deafness (Necromancy) Blind or deafen foe.
Branding Smite (Evocation) Better divine favor.
Calm Emotions (Enchantment) Soothe riled-up Humanoids.
Gentle Repose (Necromancy) Ward corpse from decay, undeath.
Hold (Enchantment) Paralyze a Medium creature.
Moonbeam (Evocation) Vertical beam of radiant for 1 min.
Protection from Poison (Abjuration) Stop, resist poison for ally.
Ray of Enfeeblement (Necromancy) Sap a foe's strength.
Restoration (Abjuration) Cure disease or condition on ally.
Scorching Ray (Evocation) Launch three fire rays.
See Invisibility (Divination) See invisible and ethereal.
Silence (Illusion) 20-ft. radius deafening quiet.
Spiritual Weapon (Evocation) Spectral weapon deals force.
Suggestion (Enchantment) Creature obeys your order.
Warding Bond (Abjuration) Halve, share pain with ally.
Zone of Truth (Enchantment) Targets can't lie.