



Status:

Attribute	Ability Score		Racial Bonus		Total Score	Ability Modifier
Strength	9	+	0	=	9	-1
Dexterity	14	+	0	=	14	2
Constitution	13	+	1	=	14	2
Intelligence	15	+	2	=	17	3
Wisdom	13	+	0	=	13	1
Charisma	8	+	0	=	8	-1

Raça: Custom Lineage

- Variable: Darkvision 60ft
- Feat: Resilient CON (+1)
- + 2 INT
- Medium size
- Languages: Common and Common Sign Language
- Speed 30 ft

Background

- Custom
 - Skills: Arcana, Stealth
 - Cook Utensils, Cartographer's tools
 - Feature: Ear to the Ground (Urban Bounty hunter)
 - Missionary work

Equipment

- Cleric basic equips (mace, scale mail, light crossbow, shield, Explorer's, emblem)
- Urban BH Attire and 20gp

Level 1: Peace Cleric

- HP: 8 + CON (2)
- Prof.: light armor, medium armor, shields, simple weapons
- Saves: Wisdom e Charisma
- Skills: History e Religion
- Implement of Peace: Insight
- Emboldening Bond: Proficiency/day, as an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this

feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn. Recovers on long rest.

- Spells:
 - Cantrips: guidance, mending, thaumaturgy.
 - 1st Level: detect magic, healing word, heroism*, sanctuary*.

Purchasing Goals

1. Spells! Whether in the form of spell books or scrolls.
2. Component pouches
3. Costly material components for spells that require them
4. Potions of healing
5. Cook Utensils e Cartographer's tools
6. Ball bearings (find familiar)

Level 2: Cleric 1 / Wizard 1

- Arcane Recovery
- Spell book:
 - Cantrips: minor illusion, ray of frost, message
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages.
 - Look for rituals to transcribe

Level 3: Cleric 1 / Wizard 2

- Chronurgy Magic
- Chronal Shift: As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll. You can use this ability twice, and you regain any expended uses when you finish a long rest.
- Temporal Awareness: +INT to initiative
- Spell book:
 - Cantrips: minor illusion, ray of frost, message
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, **gift of alacrity, magnify gravity**

Level 4: Cleric 1 / Wizard 3

- Cantrip Formulas: change one cantrip on long rests.
- Spell book:
 - Cantrips: minor illusion, ray of frost, message
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: **rope trick, web**
 - Good to transcribe: Tasha's mind whip e magic mouth

Level 5: Cleric 1 / Wizard 4

- Feat: *Telekinetic - +1 INT
 - You learn the mage hand cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. If you already know this spell, its range increases by 30 feet when you cast it. Its spellcasting ability is the ability increased by this feat.
 - As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.
- Spell book
 - Cantrips: minor illusion, ray of frost, message, **mage hand***, **mind sliver**
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, **locate object**, **Rime's binding ice**
 - Look for whiter and bloom, suggestion, spider climb, vortex warp, see invisibility, mist step, knock

Level 6: Cleric 1 / Wizard 5

- Spell book
 - Cantrips: minor illusion, ray of frost, message, mage hand, mind sliver
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, locate object, Rime's binding ice
 - 3rd Level: **fireball**, **slow**

Level 7: Cleric 1 / Wizard 6

- Momentary stasis: Int. mod times/day recover on long rest. As an action, you can magically force a Large or smaller creature you can see within 60 feet of you to make a Constitution saving throw against your spell save DC. Unless the saving throw is a success, the creature is encased in a field of magical energy until the end of your next turn or until the creature takes any damage. While encased in this way, the creature is incapacitated and has a speed of 0.
- Spell book
 - Cantrips: minor illusion, ray of frost, message, mage hand, mind sliver
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, locate object, Rime's binding ice
 - 3rd Level: fireball, slow, **sleet storm**, **counterspell**
 - Look for: water breathing, tongues, sending, remove curse, phantom steed, nondetection, haste, hypnotic pattern, fly, dispel magic

Level 8: Cleric 1 / Wizard 7

- Spell book
 - Cantrips: minor illusion, ray of frost, message, mage hand, mind sliver
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, locate object, Rime's binding ice
 - 3rd Level: fireball, slow, sleet storm, counterspell, **Leomund's tiny hut**
 - 4th Level: **polymorph**
 - Look for: Galder's speedy courier, sickening radiance, vitriolic sphere, Raulothim's psychic lance(<3), Otiluke's resilient sphere, locate creature, greater invisibility, Evard's black tentacles, arcane eye

Level 9: Cleric 1 / Wizard 8

- War caster
- Spell book
 - Cantrips: minor illusion, ray of frost, message, mage hand, mind sliver
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, locate object, Rime's binding ice, **immovable object**
 - 3rd Level: fireball, slow, sleet storm, counterspell, Leomund's tiny hut
 - 4th Level: polymorph, **dimension door**

Level 10: Cleric 1 / Wizard 9

- Spell book
 - Cantrips: minor illusion, ray of frost, message, mage hand, mind sliver
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, locate object, Rime's binding ice, immovable object
 - 3rd Level: fireball, slow, sleet storm, counterspell, Leomund's tiny hut
 - 4th Level: polymorph, dimension door
 - 5th Level: **wall of force, Rary's telepathic bond**

Level 11: Cleric 1 / Wizard 10

- Arcane abeyance: When you cast a spell using a spell slot of 4th level or lower, you can condense the spell's magic into a mote. The spell is frozen in time at the moment of casting and held within a gray bead for 1 hour. This bead is a tiny object with AC 15 and 1 hit point, and it is immune to poison and psychic damage. When the duration ends, or if the bead is destroyed, it vanishes in a flash of light, and the spell is lost. A creature holding the bead can use its action to release the spell within, whereupon the bead disappears. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes. Once you create a bead with this feature, you can't do so again until you finish a short or long rest.

- Spell book
 - Cantrips: minor illusion, ray of frost, message, mage hand, mind sliver
 - 1st Level: absorb elements, find familiar, shield, silvery barbs, unseen servant, comprehend languages, gift of alacrity, magnify gravity
 - 2nd Level: rope trick, web, locate object, Rime's binding ice, immovable object
 - 3rd Level: fireball, slow, sleet storm, counterspell, Leomund's tiny hut
 - 4th Level: polymorph, dimension door, **Mordenkainen's private sanctum**
 - 5th Level: wall of force, Rary's telepathic bond, **synaptic static**
 - Look for: Bigby's hand, summon draconic spirit, dream, animate objects, legend lore