



Aurill

Razza: Aasimar | Classe: Cleric 3 | Campagna: L'Ira del Destino | Edizione: D&D 2014

CA 16

27 HP

Iniziativa +2

Velocità 30 ft

FORZA

-1

8

DESTREZZA

+2

14

COSTITUZIONE

+3

16

INTELLIGENZA

+0

10

SAGGEZZA

+3

16

CARISMA

+0

10

TIRI SALVEZZA

<input type="radio"/>	Forza	-1
<input type="radio"/>	Destrezza	+2
<input type="radio"/>	Costituzione	+3
<input type="radio"/>	Intelligenza	+0
<input checked="" type="radio"/>	Saggezza	+5
<input checked="" type="radio"/>	Carisma	+2

ABILITÀ & COMPETENZA (+2)

<input type="radio"/>	Acrobazia (Des)	+2
<input type="radio"/>	Addestrare Animali (Sag)	+3
<input type="radio"/>	Arcano (Int)	+0
<input type="radio"/>	Atletica (For)	-1
<input type="radio"/>	Inganno (Car)	+0
<input checked="" type="radio"/>	Storia (Int)	+2
<input checked="" type="radio"/>	Intuizione (Sag)	+5
<input type="radio"/>	Intimidire (Car)	+0
<input type="radio"/>	Indagine (Int)	+0
<input checked="" type="radio"/>	Medicina (Sag)	+5
<input type="radio"/>	Natura (Int)	+0
<input type="radio"/>	Percezione (Sag)	+3
<input type="radio"/>	Intrattenimento (Car)	+0
<input type="radio"/>	Persuasione (Car)	+0
<input checked="" type="radio"/>	Religione (Int)	+2
<input type="radio"/>	Rapidità di Mano (Des)	+2
<input type="radio"/>	Furtività (Des)	+2
<input type="radio"/>	Sopravvivenza (Sag)	+3

ARMI & ATTACCHI

Arma	Bonus Atk	Danno	Note
Mace	++1	+ bludgeoning	
Light Crossbow	++4	+ piercing	

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Oggetto	Qt.	Peso	Note / Dettagli
? Shield	1	—	
? Shield	1	—	
? Mace	1	—	
? Scale Mail	1	—	
? Light Crossbow	1	—	
Holy Symbol	1	—	
Focusspellcastingholy	1	—	
Crossbow Bolts (20)	1	—	
Priest's Pack	1	24 lb	
Map or Scroll Case	1	1 lb	
Blanket	1	3 lb	
Common Clothes	1	3 lb	
Herbalism Kit	1	3 lb	
500	1	—	

Peso Trasportato: 34 / 120 lb

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Cleric

- Level: 1
- Channel Divinity: 1/LR
- Destroy Undead Cr:

Druid

- Level: 2
- Wild Shape Cr: CR 1/4 (no volo)
- Wild Shape Uses: 2

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Aasimar

Background: Hermit

Lingue conosciute: Any 1 Languages

Strumenti & Veicoli: Herbalism Kit

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Incantesimi da Incantatore

Incantesimi di 1° Livello

- Absorb Elements Faerie Fire Goodberry Ice Knife Protection from Evil and Good

Sempre Preparati (non contano nel limite)

Life Domain: Bless Cure Wounds

Aasimar (tratto razziale): Lesser Restoration Light

RISORSE / RESOURCES

Slot Incantesimo

Slot di 1° livello r. lungo

Slot di 2° livello r. lungo

Generale

Ispirazione

Chierico

Incanalare Divinità r. breve

Druido

Forma Selvatica r. breve

Tratti Razziali

Celestial Legacy r. lungo

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TRATTI RAZZIALI — TESTO COMPLETO

Age

Aasimar mature at the same rate as humans but live a few years longer.

Size

Aasimar are built like well-proportioned humans. Your size is Medium.

Darkvision

Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Celestial Resistance

You have resistance to necrotic and radiant damage.

Celestial Legacy

You know the light cantrip. Once you reach 3rd level, you can cast the lesser restoration spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the daylight spell once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Language

You can speak, read, and write Common and Celestial.

PRIVILEGI DI CLERIC (LV 1) — TESTO COMPLETO

Dominio Divino (Lv 1)

Choose one domain related to your deity from the list of available domains. Each domain is detailed in their own feature, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells.

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Lancio di Incantesimi (Lv 1)

As a conduit for divine power, you can cast cleric spells. See 10 for the general rules of spellcasting and 11 for a selection of cleric spells.

Cantrips. At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Preparing and Casting Spells.

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability.

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell.

Spell.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

Sottoclasse: Life Domain

Life Domain (Lv 1)

The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

At each indicated cleric level, you add the listed spells to your spells prepared.

Life Domain Spells

Cleric Level	Spells
1st	bless, cure wounds
3rd	lesser restoration, spiritual weapon
5th	beacon of hope, revivify
7th	death ward, guardian of faith
9th	mass cure wounds, raise dead

Bonus Proficiency (Lv 1)

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Life (Lv 1)

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

PRIVILEGI DI DRUID (LV 2) — TESTO COMPLETO

Druidico (Lv 1)

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful CD 15 Wisdom (Perception) check but can't decipher it without magic.

Lancio di Incantesimi (Lv 1)

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See 10 for the general rules of spellcasting and 11 for the druid spell list.

Cantrips. At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells.

The Druid table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability.

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell.

Spell.

Ritual Casting. You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your druid spells.

Circolo Druidico (Lv 2)

At 2nd level, you choose to identify with a circle of druids from the list of available circles. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Wild Companion (Lv 2)

optional feature}

You gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

Forma Selvatica (Lv 2)

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Sottoclasse: Circle of the Shepherd

Circle of the Shepherd (Lv 2)

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them.

Speech of the Woods (Lv 2)

At 2nd level, you gain the ability to converse with beasts and many fey.

You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

Spirit Totem (Lv 2)

Starting at 2nd level, you can call forth nature spirits to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see.

The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

Bear Spirit. The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

Hawk Spirit. The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Wisdom (Perception) checks while in the aura.

Unicorn Spirit. The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

Trucchetti (Livello 0)

Luce (Invocazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, M (a firefly or phosphorescent moss) | **Durata:** 1 ora

Tocchi un oggetto che non superi i 3 metri in qualsiasi dimensione. Fino alla fine dell'incantesimo, l'oggetto emette luce brillante in un raggio di 6 metri e luce fioca per altri 6 metri. La luce può essere del colore che preferisci. Coprire completamente l'oggetto con qualcosa di opaco blocca la luce. L'incantesimo termina se lo lanci di nuovo o se lo interrompi con un'azione. Se prendi come bersaglio un oggetto tenuto o indossato da una creatura ostile, tale creatura deve superare un tiro salvezza su Destrezza per evitare l'incantesimo.

Incantesimi di 1° Livello

Assorbire gli Elementi (Abiurazione — XGE 2014)

Tempo: 1 reazione | **Gittata:** Sé | **Componenti:** S | **Durata:** 1 round

L'incantesimo cattura parte dell'energia in arrivo, riducendone l'effetto su di te e immagazzinandola per il tuo prossimo attacco in mischia. Hai resistenza al tipo di danno scatenante fino all'inizio del tuo prossimo turno. Inoltre, la prima volta che colpisci con un attacco in mischia nel tuo prossimo turno, il bersaglio subisce un danno extra 1d6 del tipo di danno scatenante, e l'incantesimo termina.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Benedizione (Ammaliamento, Concentrazione — PHB 2014)

Tempo: 1 azione | **Gittata:** 30 ft (9 m) | **Componenti:** V, S, M (a sprinkling of holy water) | **Durata:** 1 minuto

Benedici fino a tre creature a tua scelta nel raggio d'azione. Ogni volta che un bersaglio effettua un tiro di attacco o un tiro salvezza prima che l'incantesimo termini, il bersaglio può tirare un d4 e aggiungere il risultato al tiro di attacco o al tiro salvezza.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cura Ferite (Invocazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S | **Durata:** Istantanea

Una creatura che tocchi recupera un numero di punti ferita pari a 1d8 + il tuo modificatore di capacità di incantesimo. Questo incantesimo non ha effetto su non morti o costrutti.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Fuoco Fatato (Invocazione, Concentrazione — PHB 2014)

Tempo: 1 azione | **Gittata:** 60 ft (18 m) | **Componenti:** V | **Durata:** 1 minuto

Ogni oggetto in un cubo di 6 metri di lato entro portata è contornato da luce blu, verde o viola (a tua scelta). Qualsiasi creatura nell'area quando l'incantesimo viene lanciato è anch'essa contornata da luce se fallisce un tiro salvezza di Destrezza. Per la durata, oggetti e creature colpite emanano luce fioca in un raggio di 3 metri. Qualsiasi tiro di attacco contro una creatura o un oggetto colpito ha vantaggio se l'attaccante può vederlo, e la creatura o l'oggetto colpito non può beneficiare dell'essere invisibile.

Bacche curative (Trasmutazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S, M (a sprig of mistletoe) | **Durata:** Istantanea

Fino a dieci bacche appaiono nella tua mano e sono infuse di magia per la durata. Una creatura può usare la sua azione per mangiare una bacca. Mangiare una bacca ripristina 1 punto ferita, e la bacca fornisce nutrimento sufficiente a sostenere una creatura per un giorno. Le bacche perdono la loro potenza se non vengono consumate entro 24 ore dal lancio di questo incantesimo.

Coltello di Ghiaccio (Evocazione — XGE 2014)

Tempo: 1 azione | **Gittata:** 60 ft (18 m) | **Componenti:** S, M (a drop of water or piece of ice) | **Durata:** Istantanea

Crei un frammento di ghiaccio e lo scagli contro una creatura entro portata. Effettua un attacco con incantesimo a distanza contro il bersaglio. Se colpisci, il bersaglio subisce 1d10 danni perforanti. Che tu colpisca o meno, il frammento esplode. Il bersaglio e ogni creatura entro 5 piedi da esso devono riuscire a superare un tiro salvezza di Destrezza o subire 2d6 danni da freddo.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 2d6 for each slot level above 1st.

Protezione dal male e dal bene (Abiurazione, Concentrazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S, M (holy water or powdered silver and iron, which the spell consumes) | **Durata:** 10 minuti

Fino alla fine dell'incantesimo, una creatura consenziente che tocchi è protetta contro certi tipi di creature: aberrazioni, celestiali, elementali, fate, diavoli e non morti. La protezione conferisce diversi benefici. Creature di questi tipi hanno svantaggio alle prove di attacco contro il bersaglio. Inoltre, il bersaglio non può essere incantato, spaventato o posseduto da esse. Se il bersaglio è già incantato, spaventato o posseduto da una creatura di questo tipo, ha vantaggio a ogni nuovo tiro salvezza contro l'effetto pertinente.

Incantesimi di 2° Livello

Restauro minore (Abiurazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S | **Durata:** Istantanea

Tocchi una creatura e puoi porre fine a una malattia o a una condizione che la affligge. La condizione può essere accecato, assordito, paralizzato o avvelenato.