



# Neverland

A Fantasy Role-Playing Setting

Name

Player Name

**HUMAN, CLERIC (Domain of Light), 3**

Race, Class, Level

**ACOLYTE**

Background

**950**

Experience

**STR**

**+2**

14

**PROFICIENCY  
BONUS**

**+2**

**Saving Throws**

+2 Strength

+0 Dexterity

+2 Constitution

-1 Intelligence

+5 Wisdom\*

+3 Charisma\*

*\*prof. bonus added*

**Skills**

+0 Acrobatics

+3 Animal Handling

-1 Arcana

+2 Athletics

+1 Deception

-1 History

+5 Insight\*

+1 Intimidation

-1 Investigation

+5 Medicine\*

-1 Nature

+3 Perception

+1 Performance

+3 Persuasion\*

+1 Religion\*

+0 Sleight of Hand

+0 Stealth

+3 Survival

*\*prof. bonus added*

**PASSIVE  
WISDOM**

**13**

**CHA**

**+1**

13

**ARMOR**

**16**

Scale + Shield

**HP**

**24**

HD 3D8

**INITIATIVE**

**+0**

**SPEED**

**30ft**

**LANGUAGES** Common, Elvish, Halfling

**ALIGNMENT** Lawful Good

**SIZE** Medium

**ACTION**

- **Mace** melee, +4 to hit, 1D6+2

- **Light Crossbow** ranged, +2 to hit, 1D8+0

- **Cast Spell** see Magic

**MAGIC**

- **Spell Attack Modifier** +5

- **Spell Save** DC13

- **SPELLS**

- **CANTRIPS**

- Guidance

- Light

- Sacred Flame

- **1ST LEVEL (4 SLOTS)**

- Burning Hands

- Faerie Fire

- Cure Wounds

- Command

- Bane

- **2ND LEVEL (2 SLOTS)**

- Flaming Sphere

- Scorching Ray

- Enhance Ability

- Hold Person

- Spiritual Weapon

**CLASS FEATURE**

- **Warding Flare** 3 uses between long rests

- **Channel Divinity** 1 use between rests

- **Radiance of Dawn** blast ends magic darkness in 30' and 2D10+3 damage to enemies (CON save for half)

- **Turn Undead** 30' range, WIS save by undead, pass or flee for 1 minute

**BACKGROUND FEATURE**

- **Shelter of the Faithful**

**PROFICIENCIES**

- **Armor** light, medium, shields

- **Weapons** simple

- **Tools** none

## HOLY OPRHAN

You and your younger brother were orphaned at a young age when a terrible fire swept through the village. Your parents sacrificed themselves to ensure you'd both survive, and neither of you will ever forget that day.

Now you both serve as divine agents and try to spread the warmth of the sun as far as it will reach. But your faith was truly tested when your brother disappeared. Your prayers have lead you to this island, and you don't yet understand why.

### PERSONALITY TRAIT

You are quick to support and compliment others.

### IDEAL

Optimism. You always look on the bright side of life and see the inherent good in others.

### BOND

You've always been responsible for keeping your younger brother out of trouble.

### FLAW

You have an irrational hatred of insects and lose all calm and control when you see one.

### NOTES

### EQUIPMENT

- **Carrying** Scale mail, shield, mace, set of common clothes, holy symbol (amulet), prayer book, 5 sticks of incense, ceremonial robe
- **Coins & Gems** 11 gold pieces (gp), 2 gems (each worth 10 gp)