You can use a holy symbol, holy稍微. If a creature within 30 feet of you can see or hear you. It also can't take any other action, you present your holy symbol.

**Channel Divinity.** You have the ability to channel divine energy directly from your deity. You use your Channel Divinity, you choose which effect to create. You must finish a short or long rest to use your Channel Divinity again. When you use Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Domain: Tempest**

**Domain Spells.** Your clerical domain grants you certain spells that are always prepared, which do not count against the number of spells you can prepare each day. All of your domain spells count as cleric spells for you.

**1st-level spells:** fog cloud, thunderwave

**Wrath of the Storm.** When a creature within 5 feet of you can see hits you (Dexterity save for half damage).

**Options**

**Ritual Casting.** Cleric feature.

**Spellcasting.** Cleric feature.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (3)

**Channel Divinity.** Cleric feature: turn undead or destructive wrath.

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**Background (Pirate)**

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

**Bad Reputation.** No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

**Faction.** You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

**Personality Trait.** You like a job well done, especially if you can convince someone else to do it.

**Ideal.** The sea is freedom—the freedom to go anywhere and do anything.

**Bond.** The ship is most important—crewmates and captains come and go.

**Flaw.** Once someone questions your courage, you never back down no matter how dangerous the situation.

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**Cleric Features**

**Spellcasting Ability.** You have the ability to cast divine spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

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 5 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

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**Character Name**

Medium humanoid (human), Tempest domain, chaotic neutral

**Armor Class:** 16 (18 with shield)

**Hit Points:** 15 (Hit Dice 2d8)

**Speed:** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
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<tr>
<td>16 (+3)</td>
<td>8 (+1)</td>
<td>13 (+1)</td>
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<tr>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>10 (0)</td>
<td>16 (+3)</td>
<td>12 (+1)</td>
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</table>

**Proficiencies (+2 proficiency bonus)**

**Saving Throws:** Wis +5, Cha +3.

**Skills:** Athletics +5, Insight +5, Medicine +5, Perception +5.

**Armor:** All, shields.

**Weapons:** Simple, martial.

**Tools:** Navigator’s tools, vehicles (water)

**Damage Resistances:**

**Senses:** Passive Perception 15

**Languages:** Common, Primordial

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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.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (3)

**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.

**Channel Divinity.** You have the ability to channel divine energy directly from your deity. When you use your Channel Divinity, you choose which effect to create. You must finish a short or long rest to use your Channel Divinity again.

**Channel Divinity: Turn Undead.** As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. It also can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

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**1st-level spells:** fog cloud, thunderwave

**Wrath of the Storm.** When a creature within 5 feet of you can see hits you (Dexterity save for half damage).

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**Options**

**Ritual Casting.** Cleric feature.

**Spellcasting.** Cleric feature.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (3)

**Channel Divinity.** Cleric feature: turn undead or destructive wrath.
**Feats**

*Heavy Armor Master.* While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.

**Prepared Spells**

*Cantrips:* light, resistance, sacred flame

*1st-level spells:* bane, create or destroy water, fog cloud, healing word, inflict wounds, protection from evil and good, thunderwave

**Equipment**

Maul, longsword, chain mail, shield, holy symbol (amulet), explorer’s pack, navigator’s tools, money (50 gp)