



Brerk the Doomscribe

Class: Cleric (level 4)
 Race: Kobold
 Languages: Common, Draconic, Goblin
 Alignment: Lawful Neutral
 Background: Inheritor

Max HP: 19
 Hit Dice: 4d8
 Armor Class: 18 (scale mail)
 Speed: 30 ft.
 Initiative: +3
 Passive Perception: 12
 Passive Investigation: 12
 Passive Insight: 12
 Darkvision: 60 feet
 Resistance: Damage from traps

Proficiencies (Bonus +2)
 - Light/Medium Armor + Shields
 - Simple Weapons

SKILLS	MODIFIER
Acrobatics (DEX)	+3
Animal Handling (WIS)	+2
Arcana (INT)	+2
Athletics (STR)	-2
Deception (CHA)	+1
History (INT)	+4
Insight (WIS)	+2
Intimidation (CHA)	+1
Investigation (INT)	+2
Medicine (WIS)	+2
Nature (INT)	+2
Perception (WIS)	+2
Performance (CHA)	+1
Persuasion (CHA)	+3
Religion (INT)	+4
Sleight of Hand (DEX)	+3
Stealth (DEX)	+3
Survival (WIS)	+4

STATS	SCORE	MODIFIER	SAVE
Strength	6	-2	-2
Dexterity	16	+3	+3
Constitution	10	+0	+0
Intelligence	14	+2	+2
Wisdom	14	+2	+4
Charisma	12	+1	+3

Once a lowly kobold servitor for a cunning dragonlord, Brerk found his calling as a cleric of the deity Jergal after dropping a boulder upon an unfortunate adventurer and looting a mysterious book beside the crushed corpse. Now, a doomscribe and inheritor of *The Ledger*, Brerk travels the realms to record any and all deaths he witnesses (or facilitates), be they friend or foe.

ATTACKS	HIT	DAMAGE	NOTES
Dagger	+5	1d4+3 piercing	Finesse, Light, Thrown 20/60

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+2	+4	12
3 Spell Slots (LEVEL 2)			

Channel Divinity: You may channel divinity once per short rest:

- *Path to the Grave:* Curse one creature within 30 ft. until the end of your next turn. The next attack from you or an ally deals double damage to the target.
- *Turn Undead:* Each undead that can see or hear you within 30 ft. must make a DC 12 WIS saving throw. If failed, the undead is turned for 1 min. or until it takes any damage and must move as far away from you as it can. It can't take reactions or attack.

Eyes of the Grave: As an action, you know the location of any undead within 60 ft. that isn't behind total cover or protected from divination magic. You can use this twice per short rest.

Grovel, Cower, and Beg: Until the end of your next turn, allies gain advantage on attacks against enemies within 10 ft. of you that can see you. You can use this once per short rest.

Circle of Mortality: When casting healing spells to a creature with 0 HP, you restore maximum HP instead of rolling the dice.

Sunlight Sensitivity: You have disadvantage on attack rolls and Perception checks that rely on sight when you, your target, or whatever you are trying to perceive is in direct sunlight.

Dungeon Delver: You have advantage on Perception and Investigation checks made to detect the presence of secret doors and on saving throws made to avoid or resist traps. You have resistance to the damage dealt by traps, and traveling at a fast pace doesn't impose the normal -5 penalty on your passive perception score.

Inheritor: You have inherited *The Ledger*, a book which contains a list of sentient creatures who have perished, how they died, and any additional information. The book is magically networked with other Ledgers through means you don't understand, but you know your entries can be seen by other Doomscribes as you can see their entries. As a cleric of Jergal, it is your responsibility to record the deaths of any sentient creatures you witness.

Scale Mail: Your armor imposes disadvantage to stealth rolls. You also carry a shield, which currently adds +2 to your AC.

Spellcasting: Other than those noted "At Will," you can cast 3 Level 1 spells and 4 Level 2 spells before taking a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Sacred Flame (At Will)	60 ft.	DEX 12	Target must succeed on a DC 12 DEX saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.
Spare the Dying (At Will)	30 ft.	-	As a bonus action, you target a living creature that has 0 HP and the creature becomes stable. This spell has no effect on undead or constructs.
Toll the Dead (At Will)	60 ft.	WIS 12	You point at one creature you can see within range and the sound of a dolorous bell fills the air around it. The target must succeed on a WIS saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.
Word of Radiance (At Will)	5 ft.	CON 12	Each creature of your choice that you can see within range must succeed on a DC 12 CON saving throw or take 1d6 radiant damage.
Cure Wounds (Level 1)	Touch	-	A creature you touch regains 1d8+2 HP. This spell has no effect on undead or constructs. When cast using a Level 2 spell slot, healing increases by 1d8.
False Life (Level 1)	Self	-	You gain 1d4+4 temporary HP for 1 hour. When cast using a Level 2 spell slot, you gain an additional 5 HP.
Guiding Bolt (Level 1)	120 ft.	+4	Make a ranged spell attack against the target. On a hit, it takes 4d6 radiant damage, and the next attack made against this target before the end of your next turn has advantage. When you cast this spell using a Level 2 spell slot, damage increases by 1d6.
Detect Good and Evil (Level 1, Concentration)	Self	-	For up to 10 min., you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 ft. of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 ft. that has been magically consecrated or desecrated.
Protection from Evil and Good (Level 1, Concentration)	Touch	-	For up to 10 min., one willing creature you touch is protected against aberrations, celestials, elementals, fey, fiends, and undead. Creatures of those types have disadvantage on attack rolls against the target. The target can't be charmed, frightened, or possessed by them, and if the target is already charmed, frightened, or possessed, it has advantage on any new saving throw against the effects.
Bane (Level 1, Concentration)	30 ft.	CHA 12	For up to 1 minute, up to 3 creatures of your choice that you can see within range must make DC 12 CHA saving throws. Whenever a target that fails this saving throw makes an attack roll or saving throw before the spell ends, the target must roll a d4 and subtract. When cast using a Level 2 spell slot, you can target 1 additional creature.
Lesser Restoration (Level 2)	Touch	-	You touch a creature and can end either one disease or condition afflicting it, such as blinded, deafened, paralyzed, or poisoned.
Prayer of Healing (Level 2)	30 ft.		After casting for 10 minutes, up to 6 creatures of your choice that you can see within range each regain 2d8+2 HP. This spell has no effect on undead or constructs.
Gentle Repose (Level 2)	Touch	-	You touch a corpse or other remains. For 10 days, the target is protected from decay and can't become undead.
Ray of Enfeeblement (Level 2, Concentration)	60 ft.	+4	Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use STR for up to 1 min. At the end of each of the target's turns, it can make a DC 12 CON saving throw. On a success, the spell ends.