SPELL ATTACK BONUS	SPELL SAVE DC	CANTRIPS KNOWN	SPELLS PREPARED
+4	12	3	3

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
●	○	○	○	○	○	○	○	○
●	○	○	○	○	○	○		
○	○	○	○	○				
○								

SPELLCASTING FOCUS Holy Amulet

SPELLS I KNOW

Level			
0	Guidance		
0	Light		
0	Sacred Flame		
1	I know all level 1 Cleric spells!		
1			

Guidance

LEVEL 0

RANGE	CASTING TIME	SAVE
Touch	1 action	-
DURATION	**COMPONENTS**	
Up to 1 minute (C)	V, S	

SPELL EFFECT

○ PREPARED

I can always help out a friend! The next time my friend makes a skill check, they can add 1d4!

Light

LEVEL 0

RANGE	CASTING TIME	SAVE
Touch	1 action	-
DURATION	**COMPONENTS**	
1 hour	V, M (a firefly)	

SPELL EFFECT

○ PREPARED

I can make things I touch glow like a torch!

Sacred Flame

LEVEL 0

RANGE	CASTING TIME	SAVE
60 feet	1 action	Dexterity
DURATION	**COMPONENTS**	
Instant	V, S	

SPELL EFFECT

○ PREPARED

I can make holy fire attack a bad guy! They have to make a saving throw. If they fail, I do 1d8 holy damage. Even if they're hiding behind something, I can still get them as long as I can see them.

Bless (Domain)

LEVEL 1

RANGE	CASTING TIME	SAVE
30 feet	1 action	-
DURATION	**COMPONENTS**	
Up to 1 minute (C)	V, S, M (holy water)	

SPELL EFFECT

● PREPARED

My god watches over people I like. I pick 3 friends or myself. When they attack or make a saving throw, they add 1d4 to their roll.