

2 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME

Acolyte
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

CHARACTER NAME

STRENGTH
+1
13

DEXTERITY
-1
8

CONSTITUTION
+3
16

INTELLIGENCE
0
10

WISDOM
+3
16

CHARISMA
+1
12

RESISTANCES

Poison

Adv. vs. Poison

SAVING THROWS

STR: +1, DEX: -1, CON: +3, INT: 0, WIS: +5, CHA: +3

SKILLS

- 1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- 0 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +5 Insight (Wis)
- +1 Intimidation (Cha)
- 0 Investigation (Int)
- +5 Medicine (Wis)
- 0 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +2 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex) [disadv.]
- +3 Survival (Wis)
- Tool

24 MAXIMUM HIT POINTS

+2 PROFICIENCY BONUS

13 ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

-1 INITIATIVE

SUCCESSES: 0, FAILURES: 0, DEATH SAVES: 0

LEVEL: 2, DIE: d8+3, USED: 0

ENCUMBERED: 25 ft

25 ft SPEED

FEATURE	MAX	RECOVER	USED
Channel Divinity	1	SR	

LIMITED FEATURES

AC 14

DESCRIPTION Scale Mail

Shield

-1 Dex

Magic

Misc

Misc

ARMOR

Medium Armor

INSPIRATION

13 ABILITY SAVE DC WISDOM

ARMOR Light Medium Heavy Shields

WEAPONS Simple Martial Other Weapons: Battleaxe, Warhammer

LANGUAGES Common

TOOLS & OTHERS smith, brewer, or mason tools

+2 from Acolyte

Dwarvish

PROFICIENCIES

13 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

ACTIONS	BONUS ACTIONS	REACTIONS
Channel Divinity: Preserve Life		
Channel Divinity: Turn Undead		

ACTIONS

NAME TOTAL

AMMUNITION

NAME TOTAL

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Mace	✓	Str	Melee	+3	1d6+1	Bludgeoning
DESCRIPTION						

ATTACKS: WEAPONS & CANTRIPS

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
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SPELL SLOTS

CLERIC SPELLS

Wisdom SPELLCASTING ABILITY	5 TO PREPARE	+5 ATTACK MODIFIER	DC 13 SAVING THROW DC
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CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Spare the Dying	1 living creature with 0 current hp becomes stable	—	Necro	1 a	Touch	V,S	Instantaneous	P	277

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
<input checked="" type="radio"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
<input type="radio"/> Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input checked="" type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="radio"/> Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
<input type="radio"/> Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
<input type="radio"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275