

# Level 1 Human Cleric

**AC** 18      **Hit Points** 11  
**Speed** 25 ft.      **Hit Dice** 1d8

**Strength** 16 (+3)  
**Dexterity** 11 (+0)\*  
**Constitution** 14 (+2)  
**Intelligence** 9 (-1)  
**Wisdom** 16 (+3)  
**Charisma** 13 (+1)

\* *Due to your armor, you have disadvantage on any check you make to hide or move silently.*

## Attacks

**Mace** +4; 1d6 + 3 bludgeoning damage

See also **Sacred Flame**

## Skills

**Skills:** Perform, persuade, sense motive, and recall lore (religious lore).

**Religious Knowledge:** You have advantage on all Intelligence checks to recall religious lore.

## Race: Human

**Languages:** Common.

## Class: Cleric

**Armor and Weapon Proficiencies:** You are proficient with all armor and shields. You are also proficient with all simple weapons.

**Deity:** You worship the lifegiver. As a devotee of life, you can foster health and healing in the people you attend.

*Disciple of Life:* When you cast any of the Lifegiver's domain spells, the spell restores additional hit points equal to 2 + the spell's level.

**Spellcasting:** You can prepare up to two spells per day beyond those granted by your domain. You have two 1st-level spell slots that you can use to cast 1st-level spells you've prepared.

*Spell Preparation:* You must prepare your spells before casting them. You prepare spells by choosing spells from the cleric spell list. Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each spell you prepare.

*Casting a Spell:* When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *bless* and *cure light wounds* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

*Rituals:* You can cast any spell you have prepared as a ritual, provided that the spell has a ritual version.

*Saving Throw DCs:* When a cleric spell that you cast calls for a saving throw, the save DC equals 14.

**Channel Divinity:** You can channel divinity once per day. Your deity choice determines how you can channel divinity.

When you channel divinity, you choose an option granted by your deity and gain its benefits.

*Positive Energy Burst:* As an action, you can expend one of your uses of channel divinity to send a burst of positive energy into a living creature. Choose a living creature within 30 feet of you. That creature regains 2d10 hit points.

*Spiritual Vestment:* When you take damage, you can expend a use of your channel divinity as a reaction. When you do so, reduce the damage you take by 15.

*Turn Undead:* As an action, you can expend one of your uses of channel divinity to channel positive energy. When you do so, each undead creature within 30 feet of you that has hit points equal to or less than twice your cleric level is destroyed.

Each remaining undead creature within 30 feet of you that has hit points equal to or less than five times your cleric level is turned. A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 30 feet of you (unless there is nowhere else it can move), it cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

## Spells

**Cantrips:** You know the *sacred flame* and *spare the dying* cantrips.

**Domain Spell:** You are always considered to have the *cure wounds* spell prepared.

**Spell List:** You can choose to prepare spells from the following 1st-level cleric spell list.

### Level 1 Spells

Bless  
Cause Fear  
Command  
Create Water  
Cure Wounds  
Detect Magic  
Detect Undead  
Divine Favor  
Inflict Wounds  
Protection from Evil  
Sanctuary  
Shield of Faith

## Background: Priest

**Temple Services:** You belong to a specific temple dedicated to your chosen power. You have a residence there, and you can perform religious ceremonies and offer sermons drawn from the sacred teachings of your faith. While near your temple, you can call upon acolytes and fellow priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Additionally, when you are in a location that has a temple, shrine, or other presence of your faith, you can expect to receive free healing, care, and religious services for yourself and your adventuring companions from others aligned with your faith.

## Equipment

Chain mail, shield, mace, two holy symbols, two flasks of holy water, ink, ink pen, paper (ten sheets), vestments, a belt pouch containing 17 gp, 8 sp, and 8 cp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin

## Spells for Pre-Generated Cleric Character

### Bless

*1st-level conjuration*

You bestow a blessing on your companions, giving them the heart to face their present trial.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Concentration, up to 10 minutes

**Effect:** Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, it can add a d4 to the result.

### Command

*1st-level enchantment*

You channel supernatural authority to compel a creature into obedience.

**Casting Time:** 1 action

**Range:** 50 feet

**Duration:** 1 round

**Effect:** You speak a one-word command to a living creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

*Approach:* The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

*Drop:* The target drops whatever it is holding and then ends its turn.

*Flee:* The target spends its turn moving away from you by the fastest available means.

*Grovel:* The target falls prone and then ends its turn.

*Halt:* The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

### Create or Destroy Water

*1st-level transmutation*

Water condenses out of the air at a point you choose, falling like rain. Or water evaporates at your command.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Instantaneous

**Effect:** You either create or destroy water.

*Create Water:* You create up to 2 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 25-foot cube within range, extinguishing exposed flames in the area.

The spell produces enough drinkable water to sustain one Small or Medium creature for 24 hours.

*Destroy Water:* You destroy up to 2 gallons of water in an open container within range. Alternatively, you destroy fog in a 25-foot cube within range.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 2 additional gallons of water for each level above 1st.

**Material Components:** A drop of water if creating water or a few grains of sand if destroying it.

### Cure Wounds

*1st-level conjuration*

You channel positive energy into an injured creature to mend its wounds.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Effect:** You touch a living creature, and that creature regains 2d8 + 2 hit points.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

## Detect Good and Evil

*1st-level divination (ritual)*

Your spell allows you to perceive strong concentrations of good or evil, as well as creatures formed by them.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, you detect the presence of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot become hidden from you. Within the same radius, you detect the presence of any place or object that has been consecrated or desecrated by magic.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Magic

*1st-level divination (ritual)*

Upon casting *detect magic*, you sense any magic in the area. Studying the auras can give you clues to the nature of the magic.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Poison and Disease

*1st-level divination (ritual)*

You cast a spell that allows you to perceive the least hint of poison, venom, disease, and similar toxins and contagions, such as those that are secreted by a beast or applied to an assassin's blade.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, if there is poison, a poisonous creature, or a disease within 25 feet of you, you know it, where the source of the poison or disease is, and what kind of poison, poisonous creature, or disease is present.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Healing Word

*1st-level conjuration*

You call out a single word of restoration.

**Casting Time:** Swift

**Range:** 50 feet

**Duration:** Instantaneous

**Effect:** Choose a living creature within range. It regains 1d8 + 2 hit points.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

## Inflict Wounds

*1st-level necromancy*

The negative energy that you channel instantly saps life from a living creature.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Instantaneous

**Effect:** Choose a living creature within range that you can see. It must make a Constitution saving throw. It takes 3d8 necrotic damage on a failed save, and half as much damage on a successful one.

*At Higher Levels:* When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

## Protection from Evil

*1st-level abjuration*

With incense and sprinkled holy water, you ward your subject against evil spirits and influences.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 minute

**Effect:** You touch a willing creature. Until the spell ends, that creature has advantage on saving throws against effects created by fiends and

undead, and cannot be charmed or frightened by such creatures.

**Material Components:** Holy water and incense.

## Purify Food and Drink

*1st-level transmutation (ritual)*

Your incantation purifies spoiled, poisonous, or otherwise contaminated food and water, making it suitable for consumption.

**Casting Time:** 1 action

**Range:** 10 feet

**Duration:** Instantaneous

**Effect:** Choose a point within range. All nonmagical food and drink within a 5-foot-radius cloud centered on that point is purified and rendered toxin and disease free.

## Sacred Flame

*Evocation cantrip*

Tongues of flame-like radiance descend from above, searing your enemy.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Instantaneous

**Effect:** Choose a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

*At Higher Levels:* The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

## Sanctuary

*1st-level abjuration*

Healers sometimes cast *sanctuary* on themselves so they can cast curative spells without the risk of interference from their foes. The spell is also useful for keeping an important person safe while a battle rages.

**Casting Time:** Swift

**Range:** 25 feet

**Duration:** 1 minute

**Effect:** Choose a creature within range. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature

from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a harmful spell, this spell ends early.

## Shield of Faith

*1st-level abjuration*

You call out a prayer to protect an imperiled ally. A shimmering field surrounds and shields your target, helping to deflect attacks.

**Casting Time:** Swift

**Range:** 50 feet

**Duration:** Concentration, up to 10 minutes

**Effect:** Choose a creature within range. That creature gains a +1 bonus to AC. The bonus lasts for the duration.

**Material Components:** A small parchment with a bit of holy text written on it.

## Spare the Dying

*Conjuration cantrip*

Your intervention pulls a dying creature from the brink of death.

**Casting Time:** Swift

**Range:** Touch

**Duration:** Instantaneous

**Effect:** Touch a living creature that has 0 hit points. The creature regains 1 hit point.