

Human Cleric

Lawful Good Human Cleric 1

AC 15 **Hit Points** 10
Speed 30 ft. **Hit Dice** 1d8

Strength 14 (+2)
Dexterity 13 (+1)
Constitution 15 (+2)
Intelligence 9 (-1)
Wisdom 18 (+4)
Charisma 11 (+0)

Attacks

Mace +4; 1d6 + 2 bludgeoning damage

Sling (range 30/120) +3; 1d4 + 1 bludgeoning damage

Skills (+3 to checks relating to a skill)

Knowledge (Forbidden Lore)
Knowledge (Nature)
Knowledge (Religion)
Persuade
Sense Motive

Race: Human

Languages: Common.

Class: Cleric

Divine Magic: You have three 0-level spell slots and one 1st-level spell slot. After a long rest, you regain all your spell slots, and you can prepare spells from the cleric spell list. You can prepare a spell for each spell slot you have, provided you have a slot free that is of the spell's level or higher.

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, the slot is used up but the spell remains prepared.

Battlefield Concentration: Taking damage can't break your concentration.

Word of Power: When you use an action to cast a word of power, you can use the same action to take another action immediately after casting the spell. You can't cast another spell, activate a magic item, or do anything that requires you to speak.

Rituals: You can cast the ritual version (if any) of any spell you have prepared.

Magic Attacks: When you make a magic attack, use your Wisdom modifier (+4) plus the Magic Attack bonus on the Cleric table (+2; total +6).

Saving Throw DCs: When a cleric spell that you cast or a cleric feature that you use calls for a saving throw, the save DC equals 10 + your Wisdom modifier (+4) + the save DC bonus noted on the Cleric table (+0; total 14).

Deity (Lightbringer): You follow the sun deity.

Domain Spells: See the "Spells" section.

Disciple of the Sun: When you cast any domain spell, the spell deals radiant damage equal to 2 + the spell's level to creatures of your choice within 10 feet of you.

At-Will Spells: While you have the *cure minor wounds*, the *light*, or the *lance of faith* spell prepared, you can cast it without expending a spell slot.

Religious Knowledge: Gain training in the Knowledge skill in a field chosen from among *arcana*, *forbidden lore*, and *religion*.

Armor and Weapon Proficiencies: You are proficient with all armor, shields, basic weapons, the dagger, and simple missile weapons.

Spells

Instead of choosing spells, you can use the default list here.

0-Level Spells: *Cure minor wounds*, *lance of faith*, and *light*.

1st-Level Spells: *Cure light wounds*.

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

of holy water, ink, ink pen, ten sheets of paper,
herbalism materials (55 gp), 34 gp

Turn Undead

As an action, you can turn undead creatures. Roll 1d10 per cleric level. The total determines the amount of hit points worth of undead that can be affected by your turning attempt.

Destroyed: Each undead creature within 30 feet of you that has hit points equal to or less than one-third the result is destroyed.

Turned: Each undead creature within 30 feet of you can be turned. Starting with the undead creature that has the lowest current hit points, each creature affected by this effect is turned for 1 minute or until it takes damage from an attack or a spell. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be no more than the remaining total for that creature to be turned.

No Effect: An undead creature within 30 feet of you that has more hit points than the result is unaffected. Your Turn Undead feature has no effect on that creature for 24 hours.

Background: Priest

Skills: Knowledge (Nature), Knowledge (Religion), Persuade, and Sense Motive.

Temple Services: You have a residence in a temple, and you can perform religious ceremonies. While near your temple, you can call upon fellow priests for assistance, provided the assistance you ask for isn't hazardous.

Specialty: Healing Specialist

Herbalism: You can spend 1 hour to create up to three items, chosen from among antitoxin (25 gp), healer's kit (2 gp, 5 sp), and *potion of healing* (25 gp). To create an item, you must expend material components (herbs, vials, cloth, and the like) worth the amount given for each item.

Equipment

Studded leather armor, shield, priest vestments, mace, sling, holy symbol, 50 sling bullets, healer's kit, tome of sacred writings, one flask