

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

Lance of Faith (range 50) +5; 2d6 radiant damage

Mace +2; 1d6 + 2 bludgeoning damage

Shield +2; 1d4 + 2 bludgeoning damage

Skills (Skill Die: 1d4)

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

Race: Human

Languages: Common.

Class: Cleric

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

Channel Divinity (2/day): 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 2 hit points or fewer is destroyed.

Each remaining undead creature within 30 feet of you that has 10 hit points or fewer 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 it has nowhere else to move, it cannot take reactions, and it can use its actions only to

hustle or to try to escape from effects that prevent it from moving.

Alternatively, when you channel positive energy, you can choose a living creature within 30 feet of you. That creature regains 2d8 hit points.

Deity (Lightbringer): You follow the sun deity.

Cantrips: You know the *lance of faith* and *light cantrips*. Due to the Healing Initiate feat, you also know *cure minor wounds* and *resistance*.

Disciple of the Sun: When a creature makes a melee attack against you, you can cast *lance of faith* against the attacker as a reaction. Resolve your *lance of faith* attack before the other creature's attack. You can use *lance of faith* in place of a melee attack when you make an opportunity attack.

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

Divine Magic: You can have two 1st-level spell slots. Wisdom is your magic ability score.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare two spells, choosing any spell you wish from among the cleric spells you can cast.

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.

Your magic attack bonus is +5 (Wisdom bonus + cleric spellcasting bonus). The saving throw DC for your spells is 15 (10 + Wisdom bonus + cleric spellcasting bonus).

Battlefield Concentration: Taking damage cannot break your concentration.

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

Religious Knowledge: You gained training in the Knowledge (forbidden lore).

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: Mystical Healer

Healing Initiate: You gained cantrips. See Deity under Class.

Spells

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

1st-Level: Command, cure light wounds, and divine favor.

Equipment

Studded leather armor, shield, priest vestments, mace, holy symbol, healer's kit, tome of sacred writings, one flask of holy water, ink, ink pen, ten sheets of paper, 89 gp