

CHARACTER NAME

2 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME

Acolyte
BACKGROUND

Dwarf, Hill
RACE

300
EXPERIENCE

900
Next Level

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

SKILLS

☐ +1 STR ☐ 0 INT

☐ -1 DEX ☒ +5 WIS

☐ +3 CON ☒ +3 CHA

☐ -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

SUCCESSSES
FAILURES
DEATH SAVES

LEVEL 2 **DIE** d8+3 **USED**

HIT DICE

ENCUMBERED 25 ft

25 ft
SPEED

LIMITED FEATURES

FEATURE	MAX	RECOVER	USED
Channel Divinity	1	SR	

ACTIONS

Channel Divinity: Preserve Life

Channel Divinity: Turn Undead

BONUS ACTIONS

REACTIONS

ACTIONS

AC 14 **DESCRIPTION** Scale Mail

Shield

-1 Dex ☒ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

13 **ABILITY SAVE DC** **WISDOM**

ARMOR ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS ☒ Simple ☐ Martial ☒ Other Weapons:

Battleaxe, Warhammer

LANGUAGES **TOOLS & OTHERS**

Common smith, brewer, or mason tools

+2 from Acolyte

Dwarvish

PROFICIENCIES

13 **PASSIVE WISDOM (PERCEPTION)**

Darkvision 60 ft

SENSES

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

Cleric (Life Domain), level 2:

• Bonus Proficiency (Life Domain 1, PHB 60)

I gain proficiency with heavy armor

• Disciple of Life (Life Domain 1, PHB 60)

When I use a spell that restores hit points, it restores an additional 2 + spell level

• Spellcasting (Cleric 1, PHB 58) [3 cantrips known]

I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability

I can use a holy symbol as a spellcasting focus

I can cast my prepared cleric spells as rituals if they have the ritual tag

• Channel Divinity (Cleric 2, PHB 58) [1× per short rest]

I can channel divine energy to cause an effect; the save for this is my cleric spell DC

• Channel Divinity: Preserve Life (Life Domain 2, PHB 60) [10 hit points]

As an action, I can heal any creature within 30 ft of me up to half their maximum HP

I divide the number of hit points among the creatures as I see fit

• Channel Divinity: Turn Undead (Cleric 2, PHB 59)

As an action, all undead within 30 ft that can see/hear me must make a Wisdom save

If an undead fails this save, it is turned for 1 minute or until it takes any damage

Turned: move away, never within 30 ft of me, no reactions or actions other than Dash

Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Shelter of the Faithful**

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

Stonecunning: Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

ENCUMBERED

66 - 130 lb

HEAVILY ENCUMBERED

131 - 195 lb

PUSH/DRAW/LIFT

196 - 390 lb



1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

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SPELL SLOTS

CHARACTER NAME

CLERIC SPELLS

Wisdom

5

+5

DC 13

SPELLCASTING ABILITY

TO PREPARE

ATTACK MODIFIER

SAVING THROW DC

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.
☐ 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
☒ 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
☐ 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
☐ 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
☒ Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
☐ 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
☐ 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
☐ 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
☐ 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
☐ Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
☐ Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
☐ 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
☐ 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
☐ 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
☐ Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275