

Cleric (1) Acolyte Megan

CLASS & LEVEL BACKGROUND PLAYER NAME

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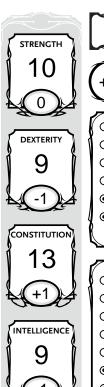
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Dwarf/Hill Dwarf Lawful Good

ALIGNMENT EXPERIENCE POINTS



WISDOM

CHARISMA

PROFICIENCY BONUS

O 0 Strength
O -1 Dexterity
O +1 Constitution
O -1 Intelligence

O 0 Strength
O -1 Dexterity
O +1 Constitution
O -1 Intelligence
• +5 Wisdom
• -1 Charisma

SAVING THROWS



O _-1 Investigation (Int)

① _+5 Medicine (Wis)

O _-1 Nature (Int)

O _+3 Perception (Wis)

O _-3 Performance (Cha)

O _-3 Persuasion (Cha)

② _+1 Religion (Int)

O _-1 Sleight of Hand (Dex)

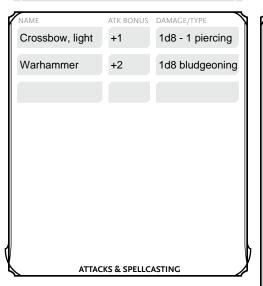
O _-1 Stealth (Dex)

O _+3 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)





I can find common ground between the fiercest enemies, always empathising with them and working towards peace.

PERSONALITY TRAITS

I trust that my deity will guide my actions. I have faith that if I work hard, things will go well.

IDEALS

I will do anything to protect the temple where I served.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

Darkvision: 60 ft.

Damage Resistances: poison

Disciple of Life. 1st level or greater healing spells increase healing by 2 + spell's level HPs (see PHB 60).

Dwarven Resilience. Advantage on poison saves, resistance to poison damage (see PHB 20).

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith. (see PHB 127).

Stonecunning. 2X prof bonus on stonework-related history checks (see PHB 20).

Tool Proficiencies: Mason's Tools

Weapon Proficiencies: Battleaxe; Handaxe: Light hammer; Simple;

Warhammer

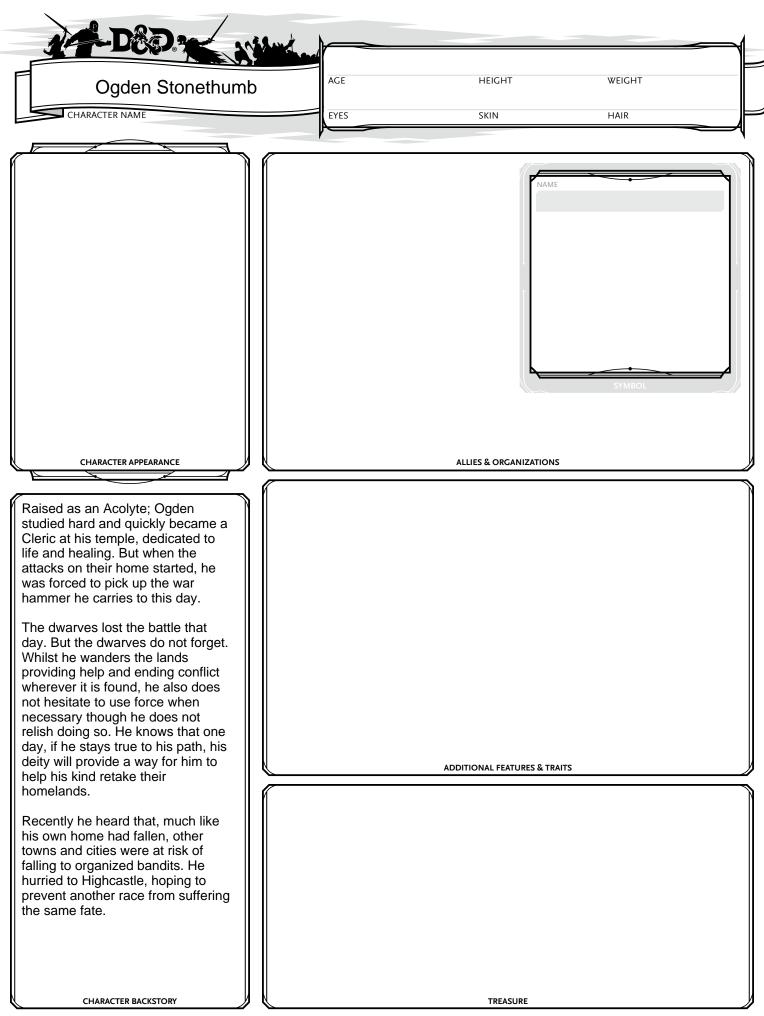
Armor Proficiencies: Heavy; Light;

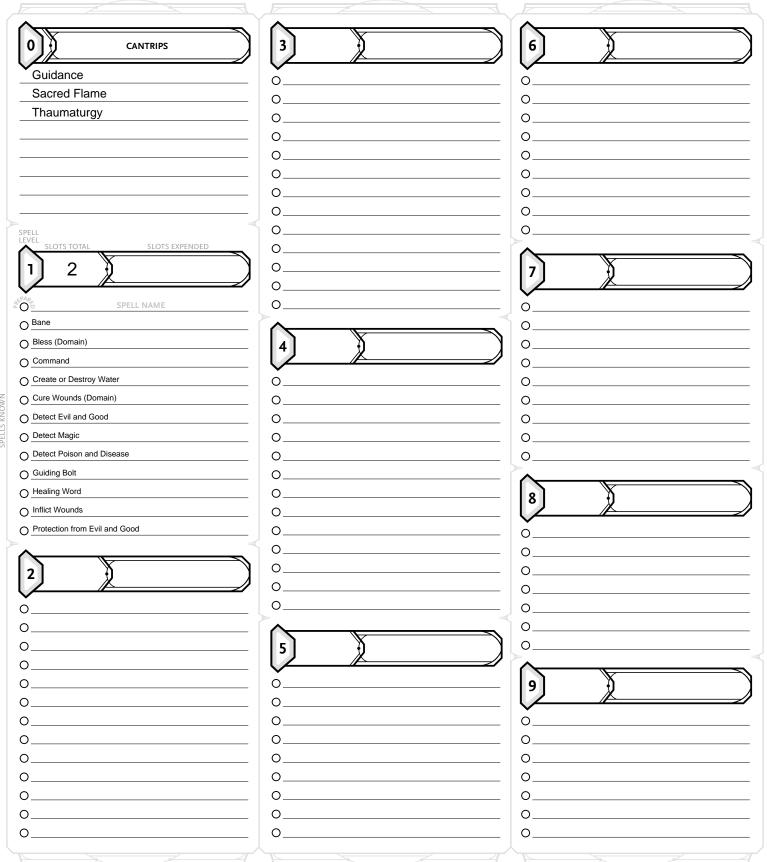
Medium; Shields

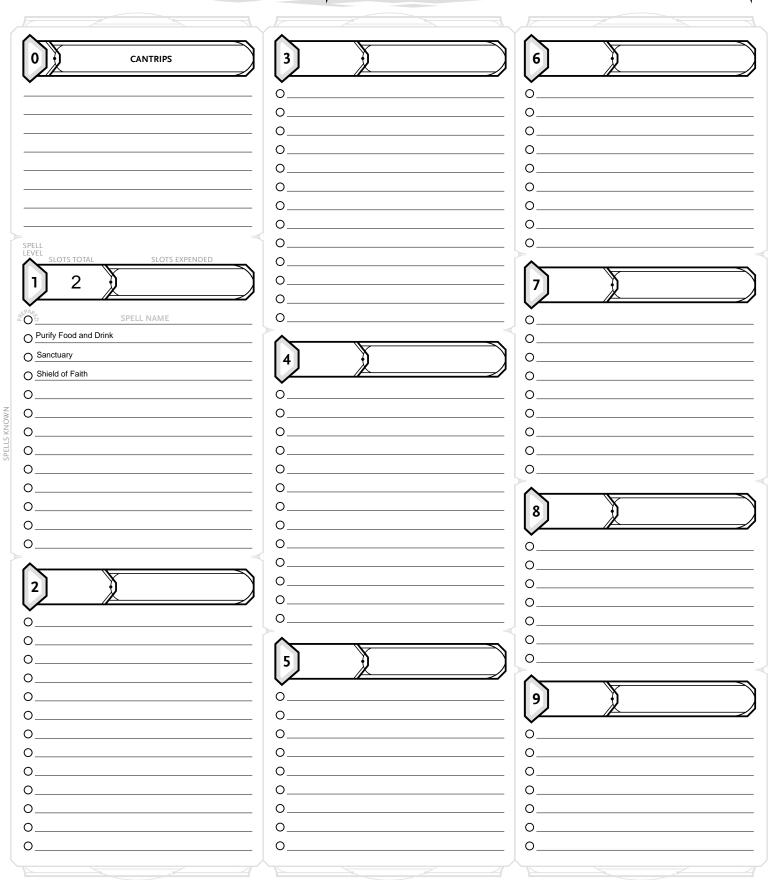
Language Proficiencies: Common; Dwarvish; Elvish; Undercommon

OTHER PROFICIENCIES & LANGUAGES

Pouch (1); Clothes, common (1); Crossbow bolt (20); Waterskin (1); Shield (1); Candle (10); Alms Box (1); Incense (2); Rations (1 day) (2); Censer (1); Amulet (1); Vestements (1); Prayer Book (1); Tinderbox (1); Blanket (1); Backpack (1); Chain mail (1); Emblem (1)







Level-1 enchantment

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Bane

30 ft





Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above

Level-1 enchantment

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Bless

lact. 30 ft

V,S,M



You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Level-1 enchantment

60 ft

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Command

1 act.



You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, 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 doesn't move and takes no actions. A

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

Level-1 transmutation



Inst

Create or Destroy Water







You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-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 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Level-1 evocation

Cleric DC 13 Mod +5

Touch

Cure Wounds







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A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Level-1 divination



Detect Evil and Good





For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. 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.

Cleric DC 13 Mod +5

Level-1 divination



Detect Magic









For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible 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.

Cleric DC 13 Mod +5

Level-1 divination



Detect Poison and Disease







Conc, 10 mins

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. 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.

Cleric DC 13 Mod +5

Divination cantrip



Guidance







You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

V,S

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.	

Level-1 evocation

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Guiding Bolt







A flash of light streaks toward a creature of vour choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above

Level-1 evocation

60 ft

1 b.a.



Healing Word





A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above

Level-1 necromancy

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Inflict Wounds 1 act. Touch





Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Cleric DC 13 Mod +5



Level-1 abjuration Protection from Evil and Good

1 act.





Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Cleric DC 13 Mod +5

Level-1 transmutation



Purify Food and Drink V.S







All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Cleric DC 13 Mod +5

60 ft

Evocation cantrip

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Sacred Flame







Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Cleric DC 13 Mod +5

Level-1 abjuration



Sanctuary









You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Cleric DC 13 Mod +5

Level-1 abjuration



Shield of Faith





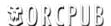




A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cleric DC 13 Mod +5

Transmutation cantrip



Thaumaturgy









You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: • Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

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