DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND   ALIGNMENT   DEITY   PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

SAVING THROWS

PROFICIENCY

- ○ Strength
- ○ Dexterity
- ○ Constitution
- ○ Intelligence
- ○ Wisdom
- ○ Charisma

CONDITIONAL

CONSTITUTION

SKILLS

PROFICIENCY / EXPERTISE

- ○ Acrobatics (Dex)
- ○ Animal Handling (Wis)
- ○ Arcana (Int)
- ○ Athletics (Str)
- ○ Deception (Cha)
- ○ History (Int)
- ○ Insight (Wis)
- ○ Intimidation (Cha)
- ○ Investigation (Int)
- ○ Medicine (Wis)
- ○ Nature (Int)
- ○ Perception (Wis)
- ○ Performance (Cha)
- ○ Persuasion (Cha)
- ○ Religion (Int)
- ○ Sleight of Hand (Dex)
- ○ Stealth (Dex)
- ○ Survival (Wis)

INTELLIGENCE

WISDOM

CHARISMA

PASSIVE PERCEPTION

ADVANTAGE

INITIATIVE

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM   HIT DICE   TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED   FLY   CLIMB   SWIM

VISION   INSPIRATION   EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

NAME			RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Spellcasting. You can cast cleric spells as rituals. You can prepare 5 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

Channel Divinity (1/Short Rest).

Turn Undead (Action—Channel Divinity). Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Reaper. When you cast a necromancy cantrip that targets one creature, you can target two creatures within range and within 5ft of each other instead.

Touch of Death (Channel Divinity). Use channel divinity when you hit a creature with a melee attack to deal 9 extra necrotic damage.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shield

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. –

Languages. Common, Dwarvish, Elvish, Halfling

PROFICIENCIES & LANGUAGES

This character sheet was generated by the Aurora Builder.

GENDER   **AGE**   **HEIGHT**   **WEIGHT**

EYES   **SKIN**   **HAIR**

CHARACTER NAME

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

A former cleric betrayed by his faith, he now walks a path of vengeance, driven by an unyielding resolve to avenge his family. His experiences have left him brooding and cynical, skeptical of authority and wary of trust. Yet beneath this somber exterior lies a sharp mind, adaptable and resourceful in pursuit of his goals. Every action is fueled by his singular purpose, as he relentlessly seeks justice against those who wronged him, undeterred by any obstacle in his path.

PERSONALITY TRAITS

He seeks retribution beyond simple justice, aiming to inflict equal pain on his enemies. Driven by vengeful fury, he believes true balance requires making his foes suffer as he has. This thirst for revenge consumes him, pushing him to pursue his targets relentlessly. He's willing to employ any means, no matter how brutal or morally questionable, to ensure his enemies face the full force of his wrath. In his view, genuine justice demands the infliction of suffering on those who deserve it.

IDEAL

The god who helped him in his darkest hour and all who share the same fate as him.

BOND

His fixation on revenge could consume him entirely, leading him to neglect other aspects of his life such as self-care, personal growth, or the pursuit of other goals and interests.

FLAW

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.
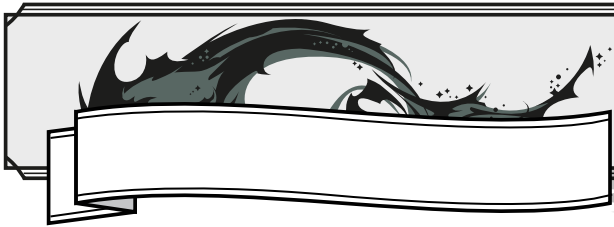
BACKGROUND FEATURE

An iron holy symbol devoted to an unknown god

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR	#	lb

MAGIC ITEMS	#	lb

ATTUNED MAGIC ITEMS [ ] / [ ]

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#	lb

COPPER	SILVER	ELECTRUM	GOLD	PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED	CARRY CAPACITY	PUSH, DRAG, LIFT
[ ]	/ [ ]	[ ]

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM	#	lb.

STORED ITEM	#	lb.

STORED ITEMS

QUEST ITEMS & TRINKETS

SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL   3 SPELL SLOTS

Chill Touch

Necromancy Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Reaper (Cleric)   *Player's Handbook*

Mending

Transmutation Cantrip

CASTING TIME	1 minute
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Spellcasting (Cleric)   *Player's Handbook*

Sacred Flame

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

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).

Spellcasting (Cleric)   *Player's Handbook*

Toll the Dead

Necromancy Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Spellcasting (Cleric)   *Xanathar's Guide to Everything*

Bane

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a drop of blood)

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 1st.

Prepared (Cleric)   *Player's Handbook*

Command

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

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 DM 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 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.

Prepared (Cleric)   *Player's Handbook*

False Life

1st-level necromancy

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (a small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Domain Spells (Cleric)   *Player's Handbook*

Guiding Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

A flash of light streaks toward a creature of your 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 1st.

Prepared (Cleric)   *Player's Handbook*

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

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 1st.

Prepared (Cleric)   *Player's Handbook*

Inflict Wounds

1st-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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.

Prepared (Cleric)   *Player's Handbook*

Ray of Sickness

1st-level necromancy

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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

Domain Spells (Cleric)   *Player's Handbook*

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Crossbow bolts are used with a crossbow to make a ranged attack.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/ 30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons"lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.