

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

CONDITIONAL

SAVING THROWS

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)

SKILLS

PASSIVE PERCEPTION

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

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Stonecunning.** A +6 on History checks related to origin of stonework.

RACIAL TRAITS

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shield, Heavy Armor

**Weapon Proficiencies.** Battleaxe, Handaxe, Light Hammer, Warhammer, Simple Weapons

**Tool Proficiencies.** Smith's tools

**Languages.** Common, Dwarvish, Abyssal, Infernal

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

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.

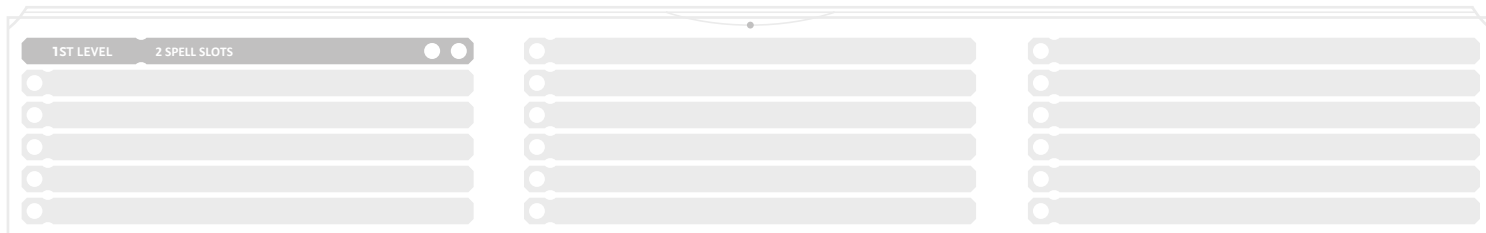
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

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## Light

### Evocation Cantrip

|              |   |
|--------------|---|
| CASTING TIME | 1 action                                |
| RANGE        | Touch                                   |
| DURATION     | 1 hour                                  |
| COMPONENTS   | V, M (a firefly or phosphorescent moss) |

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Spellcasting (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 a 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

## Bless

### 1st-level enchantment

|              |                                      |
|--------------|--------------------------------------|
| CASTING TIME | 1 action                             |
| RANGE        | 30 feet                              |
| DURATION     | Concentration, up to 1 minute        |
| COMPONENTS   | V, S, M (a sprinkling of holy water) |

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.

Life Domain (Cleric)

Player's Handbook

## Cure Wounds

### 1st-level evocation

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

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.

Life Domain (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

## 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

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

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.