

STRENGTH	PROFICIENCY BONUS
	
DEXTERITY	<input checked="" type="radio"/> Strength <input type="radio"/> Dexterity <input type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma <small>CONDITIONAL</small>
	
CONSTITUTION	SAVING THROWS
	<input checked="" type="radio"/> Acrobatics (Dex) <input checked="" type="radio"/> Animal Handling (Wis) <input checked="" type="radio"/> Arcana (Int) <input checked="" type="radio"/> Athletics (Str) <input checked="" type="radio"/> Deception (Cha) <input checked="" type="radio"/> History (Int) <input checked="" type="radio"/> Insight (Wis) <input checked="" type="radio"/> Intimidation (Cha) <input checked="" type="radio"/> Investigation (Int) <input checked="" type="radio"/> Medicine (Wis) <input checked="" type="radio"/> Nature (Int) <input checked="" type="radio"/> Perception (Wis) <input checked="" type="radio"/> Performance (Cha) <input checked="" type="radio"/> Persuasion (Cha) <input checked="" type="radio"/> Religion (Int) <input checked="" type="radio"/> Sleight of Hand (Dex) <input checked="" type="radio"/> Stealth (Dex) <input checked="" type="radio"/> Survival (Wis)
	
INTELLIGENCE	SKILLS
	
WISDOM	PASSIVE PERCEPTION
	
CHARISMA	INITIATIVE

ARMOR CLASS

CURRENT HIT POINTS

SPEED, SENSES, & CONDITIONS

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

Stonecunning. A +5 on History checks related to origin of stonework.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Spellcasting. You can cast cleric spells as rituals. You can prepare 4 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

Wrath of the Storm (Reaction—3/Long Rest.)
When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage on a failed saving throw, and half as much damage on a successful one.

Armor Proficiencies. Light Armor, Medium Armor, Shield, Heavy Armor
Weapon Proficiencies. Battleaxe, Handaxe, Light Hammer, Warhammer, Simple Weapons, Martial Weapons
Tool Proficiencies. Brewer's supplies
Languages. Common, Dwarvish, Infernal, Elvish



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

PERSONALITY TRAITS

Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)

IDEAL

I owe my life to the priest who took me in when my parents died.

BOND

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

FLAW

BACKGROUND STORY

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

A tiny chest carved to look like it has numerous feet on the bottom

TRINKET

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

STORED ITEM

lb.

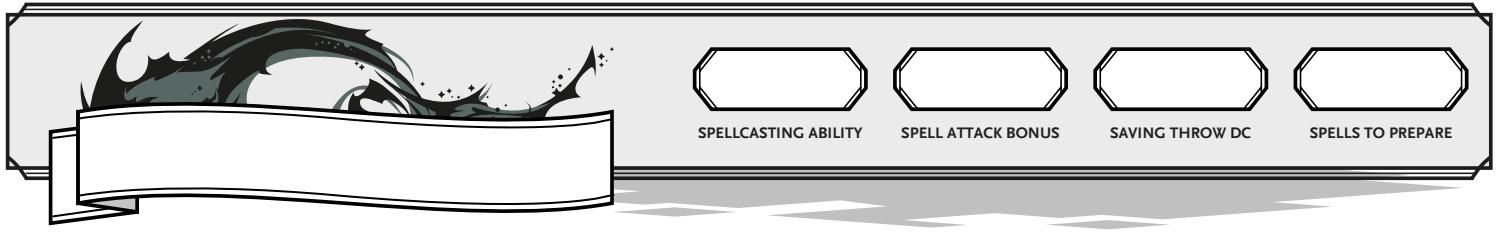
STORED ITEM

lb.

STORED ITEMS

INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL 2 SPELL SLOTS

Guidance

Divination Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

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.

Spellcasting (Cleric)

Player's Handbook

Resistance

Abjuration Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a miniature cloak)

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

Spellcasting (Cleric)

Player's Handbook

Spare the Dying

Necromancy Cantrip

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

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Spellcasting (Cleric)

Player's Handbook

Fog Cloud

1st-level conjuration

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Tempest 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

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

Thunderwave

1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cube)
DURATION	Instantaneous
COMPONENTS	V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes $2d8$ thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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.

Tempest Domain (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.

Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.