DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND   ALIGNMENT   DEITY   PLAYER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

PROFICIENCY

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

CONDITIONAL

SAVING THROWS

PROFICIENCY / EXPERT

- ○ 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

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

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

NAME   RANGE   ATTACK   DAMAGE / TYPE

ATTACKS & SPELLCASTING

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 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.

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hp to a creature, the creature regains additional hp equal to 2 + the spell's level.

Preserve Life (Action—Channel Divinity). You present your holy symbol and evoke healing energy that can restore 10 hp. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hp maximum. You can't use this feature on an undead or a construct.

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

D&D

CHARACTER NAME

NAME

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

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.
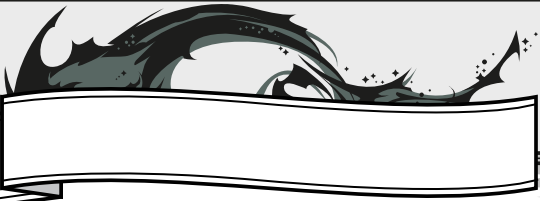
BACKGROUND FEATURE

A piece of crystal that faintly glows in the moonlight

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

This character sheet was generated by Aurora, a character builder for Dungeons & Dragons 5th edition.

SPELLCASTING ABILITY	SPELL ATTACK BONUS	SAVING THROW DC	SPELLS TO PREPARE

CANTRIPS

1ST LEVEL **3 SPELL SLOTS**

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*

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*

Thaumaturgy

Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Up to 1 minute
COMPONENTS	V

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.

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*

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.