

## Bruldenthor Holderhel

CHARACTER NAME

Cleric (Life)

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

-1

8

CONSTITUTION

+3

16

INTELLIGENCE

0

11

WISDOM

+3

16

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ -1 Dexterity
- ☐ +3 Constitution
- ☐ 0 Intelligence
- ☒ +5 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex) (Disadv.)
- ☐ +3 Survival (Wis)

SKILLS

18

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 21 30

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES



NAME ATK BONUS DAMAGE/TYPE

Warhammer +3 d8+1

**Sacred Flame:** One target that you can see within 60 feet must make a DC13 Dexterity saving throw or take 1d8 radiant damage.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Dwarven

Tools:

- Mason's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

Warhammer

SP

Chain Mail  
Shield (Holy Symbol)

EP

Priest's Pack:

- Backpack
- Blanket
- 10 candles
- Tinderbox
- Alms Box
- 2 blocks of incense
- Censer
- Vestments

GP

PP

EQUIPMENT

Darkvision - 60 ft

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

**Stonecunning:** Whenever you make a History check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

**Disciple of Life:** When you use a spell to restore hit points, the target regains additional hit points equal to 2 + the spell's level.

☐ Channel Divinity (Recharge on short rest.)

-- Turn Undead: As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead within 30 feet of you must make a Wisdom saving throw or be turned for one 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 into a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving.

-- Preserve Life: As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. 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 hit point maximum.

FEATURES & TRAITS

# Cleric

SPELLCASTING  
CLASS

Wisdom (+3)

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

Light

Sacred Flame

Thaumaturgy

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

- ☐ Bless
- ☐ Command
- ☐ Cure Wounds
- ☐ Guiding Bolt
- ☐ Healing Word
- ☐ Inflict Wounds
- ☐ Sanctuary

2

2

- ☐ Spiritual Weapon
- ☐ Lesser Restoration

## BLESS

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, 1 minute

Bless up to 3 creatures. Whenever they make an attack roll or saving throw, they can add 1d4 to their d20 roll.

## COMMAND

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

Speak a one-word command to a creature you can see within range. The target must pass a Wisdom saving throw or spend its next turn following your command. The spell fails if the target is undead or if the command is directly harmful to it.

## CURE WOUNDS

**Casting Time:** 1 action

**Range:** Touch

Target regains hit points equal to 1d8+your spellcasting ability modifier.

## GUIDING BOLT

**Casting Time:** 1 action

**Range:** 120 feet

Make a ranged spell attack against the target. On a hit, target takes 4d6 radiant damage, and the next attack made against the target before the end of your next turn has advantage.

## HEALING WORD

**Casting Time:** 1 bonus action

**Range:** 60 feet

Target regains hit points equal to 1d4 + your spellcasting ability modifier.

## INFLECT WOUNDS

**Casting Time:** 1 action

**Range:** Touch

Make a melee spell attack against a creature. On a hit, the target takes 3d10 necrotic damage.

## LESSER RESTORATION

**Casting Time:** 1 action

**Range:** Touch

You end one condition affecting the target (blinded, deafened, paralyzed, or poisoned.)

## SANCTUARY

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Duration:** 1 minute

Any creature attacking the target must pass a Wisdom saving throw or choose a different target. If the target attacks, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

## SPIRITUAL WEAPON

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Duration:** 1 minute

You create a floating, spectral weapon. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your next turns, you can move the weapon up to 20 feet and repeat the attack.

## THAUMATURGY

You manifest a minor wonder within 30 feet, creating one of the following effects for up to one minute:

- Your voice booms up to three times as loud as normal.
- You cause flames to flicker, brighten, dim, or change color.
- You cause harmless tremors in the ground.
- You create an instantaneous sound, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You alter the appearance of your eyes for one minute.