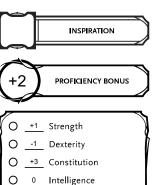
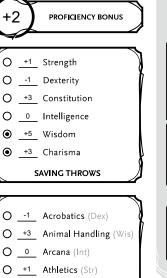


Cleric (Life)	Acolyte	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dwarf		
RACE	ALIGNMENT	EXPERIENCE POINTS













Perception (Wis) +1 Performance (Cha) O +1_ Persuasion (Cha)

+2 Religion (Int) _-1 Sleight of Hand (Dex) _-1 Stealth (Dex) (Disadv.) O _+3_ Survival (Wis)

SKILLS

Warhammer d8+1 Sacred Flame: One target that vou can see within 60 feet must make a DC13 Dexterity saving throw or take 1d8

ATK BONUS

DAMAGE/TYPE

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

Dwarven Resilience: You have advantage on

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

saving throws against poison, and you have resistance against poison damage.

Darkvision - 60 ft

check.

☐ 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.

ATTACKS & SPELLCASTING

Shield (Holy Symbol)

Warhammer

Chain Mail

radiant damage.

CHARISMA

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages:

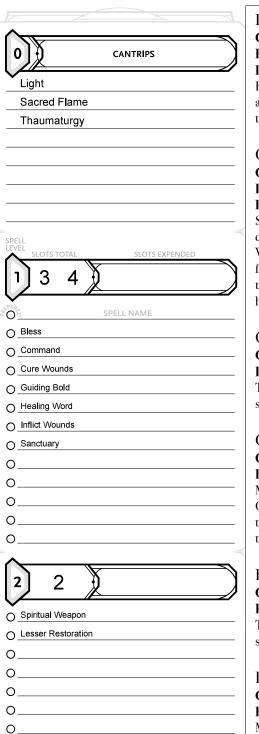
- -- Common
- -- Dwarven

Tools:

-- Mason's Tools

Priest's Pack: -- Backpack -- Blanket -- 10 candles -- Tinderbox -- Alms Box -- 2 blocks of incense -- Censer -- Vestments

FEATURES & TRAITS



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 $\rm Id_4$

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.

Inflict 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.