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1 Overview

- TODO HP max
- Stats: TODO
- Skills: TODO

2 Light Cleric Features

- 4 cantrips (Light, 3x TODO)
- 2 Level 1 spell slots
 - TODO prepared spells (WIS + cleric level)
 - Spell save DC TODO (8 + WIS + proficiency)
 - Ritual casting

2.1 Spells (as of TODO, 0/TODO prepared)

2.1.1 Cantrips

- Light
- 3x TODO

2.1.2 1st Level

- TODO
- *Burning Hands*
- *Faerie Fire*

2.2 Warding Flare

- TODO (WIS) uses, recharges on long rest
- Trigger: attacked by creature within 30 feet that you can see
- Uses *reaction* to impose disadvantage on attack roll
- Doesn't affect blinded enemies

3 Feats

None

4 Magic Items

None

5 Build Audit

5.1 Character Creation

- Stats: TODO
- Race: TODO
- Background: TODO

5.2 Levels

1. Light Cleric 1

- TODO HP ($\max d8 + \text{CON} = 8 + \text{TODO}$)
- Proficiencies
 - Skills (TODO)
 - WIS, CHA saves
 - Light/medium armor, shields, simple weapons
- Equipment (TODO)
 - Mace or warhammer
 - Scale mail/leather/chain mail armor
 - Light crossbow or any simple weapon
 - Priest's or explorer's pack
 - Shield and holy symbol
- Spellcasting (TODO: choose spells)
 - 3 cleric cantrips (TODO)
 - TODO ($\text{WIS} + \text{cleric level}$) cleric spells (TODO)
 - 1 light domain cantrip (Light)
 - 2 domain spells (Burning Hands, Faerie Fire)
- Warding Flare (Light Domain)
 - TODO (WIS) uses, recharges on long rest
 - Trigger: attacked by creature within 30 feet that you can see
 - Uses *reaction* to impose disadvantage on attack roll
 - Doesn't affect blinded enemies