

Character Name

Initiative

Proficiency

Armor Class

Hit Dice

Hit Points

-1

+2

14 (with
Shield)

1D8

10

ABILITY SCORES (already adjusted for background with customisation)

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Score	14	8	14	10	17	12
Modifier	+2	-1	+2	+0	+3	+1

SAVING THROWS

Proficient					●	●
Save	+2	-1	+2	+0	+5	+3

SKILLS (pick 2 and add proficiency +2 to total)

Prof.	Skill	Attr.	Mod.	+ Prof	= Total
<input type="radio"/>	Religion	INT	+0		
<input type="radio"/>	Medicine	WIS	+3		
<input type="radio"/>	History	INT	+0		
<input type="radio"/>	Insight	WIS	+3		
<input type="radio"/>	Persuasion	CHA	+1		

PERSONALITY

Reputation: (pick one) Serene — Considerate — Attentive — Wary

Trait: (pick one) Muscular — Sinewy — Protective — Direct — Energetic — Hale — Hearty — Stable

Flaw: (pick one) Jittery — Clumsy — Hesitant — Unsteady

PROFICIENCIES

Weapon Proficiencies: Simple weapons

Armor Training: Light and Medium armor, and Shields

CLASS FEATURES

Spellcasting: Wisdom is your spellcasting ability and you can use a Holy Symbol. **Cantrips.** You know 3 Cantrips. **Prepared Spells.** You can prepare 4 Cleric spells each Long Rest.

Divine Order: (pick one)

- ☐ **Thaumaturge.** You know one extra cantrip. Get a bonus to Intelligence (Arcana) and Intelligence (Religion) checks equal to your Wisdom modifier (+3).
- ☐ **Protector.** Gain proficiency with Martial weapons and training with Heavy armor.

ALIGNMENT

Approach: (pick one)

Cooperative — Loyal — (Lawful)
Judgemental — Methodical —
Selfish — Disinterested — (Neutral)
Laconic — Pragmatic —
Boastful — Impulsive — (Chaotic)
Rebellious — Self-absorbed

Morality: (pick one)

Compassionate — Helpful — (Good)
Honest — Kind —
Selfish — Disinterested — (Neutral)
Laconic — Pragmatic

EQUIPMENT

Weapon		Attack	Damage	Properties
Mace	STR	+4	1D6+2 bludgeoning	

Other Equipment: Chain Shirt (medium, AC 13 + DEX mod max 2), Shield (AC +2), Holy Symbol, Backpack, Blanket, Holy Water, Lamp, 7 days of Rations, Robe, Tinderbox

Trinket: (pick one)

- ☐ A diary written in a language you don't know (04)
- ☐ A 1-pound egg with a bright-red shell (18)
- ☐ An alabaster mask (63)
- ☐ An ornate scabbard that fits no blade you have found (78)

Money: 7 GP



Cleric Spells

Casting ability

Wisdom

Save DC

13

Attack Modifier

+5

Slots (1st level)

2 □ □

CANTRIPS (pick 3)

<u>Known</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input type="radio"/>	Cantrip	Guidance	Action	Touch	V, S	Concentration. Lasts 1 minute. Targets adds +1D4 to chosen skill.
<input type="radio"/>	Cantrip	Sacred Flame	Action	60 ft	V, S	DEX save DC 13, with no cover benefits, or take 1D8 Radiant damage.
<input type="radio"/>	Cantrip	Thaumaturgy	Action	30 ft	V	Minor wonder for up to 1 minute. Alter your eyes, booming voice, fire play (bright/dim/colour), open/close a door or window, one phantom sound, or minor ground tremors.
<input type="radio"/>	Cantrip	Light	Action	Touch	V, M	Sheds 20 ft bright plus 20 ft dim light. Lasts 1 hour.
<input type="radio"/>	Cantrip	Mending	Action	Touch	V, S, M	Repair a single break or tear no larger than 1 ft.
<input type="radio"/>	Cantrip	Resistance	Action	Touch	V, S	Concentration. Lasts 1 minute. Choose Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Poison, Radiant, Slashing, or Thunder. Once per turn target can reduce damage of this type by 1D4.
<input type="radio"/>	Cantrip	Spare the Dying	Action	15 ft	V, S	Target becomes stable.

SPELLS (prepare 4 spells each Long Rest)

<u>Prepared</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input type="checkbox"/>	1	Bless	Action	30 ft	V, S, M	Concentration. Bless 3 creatures for 1 minute. They add +1d4 to Attack rolls and Saving Throws.
<input type="checkbox"/>	1	Detect Good and Evil	Action	Self	V, S	Concentration. Detect any Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 ft for 10 minutes.
<input type="checkbox"/>	1	Guiding Bolt	Action	120 ft	V, S	Ranged spell attack +5 for 4D6 radiant damage. If you hit the next attack roll has Advantage.
<input type="checkbox"/>	1	Healing Word	Bonus Action	60 ft	V	Heal 2D4+3 (WIS mod) hit points.
<input type="checkbox"/>	1	Command	Action	60 ft	V	WIS save DC 13 or must spend their turn following your command: Approach, Drop, Flee, Grovel, Halt.
<input type="checkbox"/>	1	Create or Destroy Water	Action	30 ft	V, S, M	Create or destroy 10 gallons of water in an open container. Or rain in 30 ft cube (puts out fire), or destroy 30 ft cube of fog.
<input type="checkbox"/>	1	Cure Wounds	Action	Touch	V, S	Heal 2D8+3 (WIS mod) hit points.
<input type="checkbox"/>	1	Detect Magic	Action	Self	V, S	Ritual. Concentration. Detect magic within 30 ft for 10 minutes.
<input type="checkbox"/>	1	Protection from Evil and Good	Action	Touch	V, S, M	Concentration. Protect against Aberrations, Celestials, Elementals, Fey, Fiends, and Undead for 10 minutes. Have Disadvantage on attacks and can't Charm, Frighten, or possess.
<input type="checkbox"/>	1	Purify Food and Drink	Action	10 ft	V, S	Ritual. Remove poison and rot from non-magical good and drink in 5 ft radius sphere.
<input type="checkbox"/>	1	Shield of Faith	Bonus Action	60 ft	V, S, M	Concentration. Target has +2 AC for 10 minutes.