

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	<b>Guidance</b>	Action	Touch	V, S	Concentration. Lasts 1 minute. Targets adds +1D4 to chosen skill.
<input type="radio"/>	Cantrip	<b>Sacred Flame</b>	Action	60 ft	V, S	DEX save DC 13, with no cover benefits, or take 1D8 Radiant damage.
<input type="radio"/>	Cantrip	<b>Thaumaturgy</b>	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	<b>Light</b>	Action	Touch	V, M	Sheds 20 ft bright plus 20 ft dim light. Lasts 1 hour.
<input type="radio"/>	Cantrip	<b>Mending</b>	Action	Touch	V, S, M	Repair a single break or tear no larger than 1 ft.
<input type="radio"/>	Cantrip	<b>Resistance</b>	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	<b>Spare the Dying</b>	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	<b>Bless</b>	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	<b>Detect Good and Evil</b>	Action	Self	V, S	Concentration. Detect any Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 ft for 10 minutes.
<input type="checkbox"/>	1	<b>Guiding Bolt</b>	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	<b>Healing Word</b>	Bonus Action	60 ft	V	Heal 2D4+3 (WIS mod) hit points.
<input type="checkbox"/>	1	<b>Command</b>	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	<b>Create or Destroy Water</b>	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	<b>Cure Wounds</b>	Action	Touch	V, S	Heal 2D8+3 (WIS mod) hit points.
<input type="checkbox"/>	1	<b>Detect Magic</b>	Action	Self	V, S	Ritual. Concentration. Detect magic within 30 ft for 10 minutes.
<input type="checkbox"/>	1	<b>Protection from Evil and Good</b>	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	<b>Purify Food and Drink</b>	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	<b>Shield of Faith</b>	Bonus Action	60 ft	V, S, M	Concentration. Target has +2 AC for 10 minutes.