DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
Cleric 1	Acolyte	
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Human	Lawful Good	

STRENGTH	+2 (15)
DEXTERITY	-1 (9)
CONSTITUTION	+2 (14)
INTELLIGENCE	+0 (11)
WISDOM	+3 (16)
CHARISMA	+1 (13)

INSPIRATION

+2 PROFICIENCY BONUS

○	+2	Strength
○	-1	Dexterity
○	+2	Constitution
○	+0	Intelligence
◉	+5	Wisdom
◉	+3	Charisma

SAVING THROWS

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

SKILLS

12 ARMOR CLASS

-1 INITIATIVE

30ft. SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

Nothing can shake my optimistic attitude.

PERSONALITY TRAITS

Charity. The needs of others far outweigh my own.

IDEALS

I dote on children, perhaps because I never had any of my own.

BONDS

I often neglect my own wellbeing.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+4	1d6+2 B
Lt Crsbw*	-1	1d8-1 P

*You can shoot your light crossbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Cantrips. You know Guidance, Light and Resistance, and can cast them at will.

Spell Slots. You have two 1st level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st level spells to make them available for you to cast, choosing from the cleric spell list in the rule book. In addition, you always have two domain spells prepared: Burning Hands and Faerie Fire

ATTACKS & SPELLCASTING

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +5.

Warding Flare. When you are attacked by a creature you can see within 30 feet of you, you can use your reaction to impose disadvantage on the attack roll. An attacker that is immune to blinding cannot be affected.

Shelter of the Faithful. You can perform the basic rites of your faith and can expect free healing and care from those who share it.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, medium armor, shields, all simple weapons

Languages. Common, Elvish, Dwarvish, Draconic.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

Mace, chain shirt, shield, light crossbow, 20 bolts, holy symbol, backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days of rations, waterskin, prayer wheel, 5 sticks of incense, common clothes, belt pouch

EQUIPMENT

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