

The Healer

4th-Level Medium Human Cleric

Armor Class 18 (Chain mail + shield)

Hit Points 35 (4d8 Hit Die)

Proficiency Bonus +2

Speed 30 ft.

Languages Common, Gnomish

ABILITY SCORES

Strength 14 (+2)

Dexterity 11 (+0); disadvantage on Stealth checks*

Constitution 16 (+3)

Intelligence 9 (-1)

Wisdom 18 (+4); add proficiency bonus to saves

Charisma 13 (+1); add proficiency bonus to saves

*Only while wearing chain mail armor

ATTACKS

Melee Attack: Mace (+4 to hit; 1d8 + 2 bludgeoning)

Ranged Attack: Sling (range 30 ft./120 ft.; +2 to hit; 1d4 bludgeoning)

Spell Saving Throw DC: 14

SKILLS (add proficiency bonus to related ability checks)

History, Insight, Medicine, Religion

CANTRIPS

Light, resistance, spare the dying

PREPARED SPELLS

Bless, cure wounds, healing word, sanctuary, protection from evil, aid, lesser restoration, prayer of healing, spiritual weapon

EQUIPMENT

Mace, sling, 20 bullets, chainmail, shield, holy symbol, backpack, fifty feet of hemp rope, healer's kit, mess kit, tinderbox, three torches, five days of rations, waterskin, priest's vestments, five candles, letter of credit from unknown noble

Class Features

Disciple of Life. Whenever you restore hit points to a creature with a spell, the creature regains additional hit points equal to 2 + the spell's level. The spell must be at least first level.

Channel Divinity. You can channel energy directly from your deity, using that energy to fuel magical effects. When you use your channel divinity, you must choose which effect to create. You must then complete a short rest or a long rest before using Channel Divinity again.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the

undead. Each undead creature within 25 feet of you must make a DC 13 Wisdom saving throw, unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than 20, it is destroyed instead of turned. A turned creature must spend its turns trying to move as far away from you as it can, and cannot willingly move within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to escape from an effect that prevents it from moving.

Restore Health. As an action, you present your holy symbol and invoke healing energy that can restore up to 20 hit points. Choose any number of creatures within 25 feet of you, and divide these hit points among them. To be affected, a creature must be at half its full hit points or lower, and it can't be an undead creature or construct.

Spellcasting

As a conduit of divine magic, you can cast many spells.

Cantrips. You know the *light*, *resistance*, and *spare the dying* cantrips and you can cast them at will.

Spells per Day. You have four first-level spell slots and three second-level spell slots. You must complete a long rest to regain any spell slots that you use.

Spell Preparation. Today, you have prepared the *healing word*, *sanctuary*, *protection from evil*, *aid*, and *prayer of healing* spells. In addition, your Life domain grants you the *bless*, *cure wounds*, *lesser restoration*, and *spiritual weapon* spells.

Casting a Spell. When you cast one of the spells you have prepared, you expend a spell slot of the spell's level or higher. For example, if you have the first-level spell *cure wounds* prepared and you have a first-level spell slot and a second-level spell slot remaining, you can cast *cure wounds* once or twice and at either level.

Saving Throws. The DC to resist one of your spells is 14.

Background: Priest

You are proficient in the History, Insight, and Religion skills (already listed).

Temple Services: You belong to a specific temple dedicated to your chosen power. You have a residence there, and you can perform religious ceremonies and offer sermons drawn from the sacred teachings of your faith. While near your temple, you can call upon acolytes and fellow priests for assistance.

Spells

You have the following spells available.

Aid

2nd level abjuration

Casting Time: 1 action

Range: 25 feet

Duration: 8 hours

Your prayer calls down a divine blessing of toughness and resolve. Choose up to three creatures within range that are not currently affected by this spell. Each target's maximum and current hit points increase by 5 for the duration. This spell has no effect on undead or constructs.

Bless

1st level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Concentration: You may only concentrate on one spell at a time. If you cast a second spell that requires concentration, the effects of the first one go away.

Cure Wounds

1st level conjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8+2 hit points. This spell has no effect on undead or constructs. When you cast this spell in a spell slot of 2nd level or higher, the healing increases by 2d8 for each

level above 1st.

Healing Word

1st level evocation

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points.

This spell has no effect on undead or constructs.

Swift Spells: When you cast a spell with a casting time of "swift," you can cast that spell as part of another action. That action cannot be casting a spell or activating a magic item.

Lesser Restoration

2nd level abjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects:

Remove blindness or deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove disease: If the creature is suffering from any disease, the most virulent one is cured.

Remove paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action) or cast it again. The light can be colored and can be covered by an opaque object.

Prayer of Healing

2nd level evocation

Casting Time: 10 minutes

Range: 25 feet

Duration: Instantaneous

Up to six creatures of your choice within range regain 1d8 + 6 hit points. This spell has no effect on undead or constructs.

Protection from Evil

1st level abjuration

Casting Time: 1 action

Range: Touch

Duration: 10 minutes

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fiends, fey, and undead. The protection grants several benefits. Evil creatures of these types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Resistance

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one willing creature. Once before the spell ends, the creature can roll a d4 and add the number rolled to one saving throw of its choice. It may choose to roll the die before or after rolling the d20. The spell then ends.

The spell ends early if you cast it again after the duration has passed.

Sanctuary

1st level abjuration

Casting Time: Swift

Range: 25 feet

Duration: 1 minute

You ward a creature within range of enemy attacks. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the creature from area effects like a *fireball*.

If the chosen creature makes an attack or casts a

spell that effects an enemy creature, the spell ends early.

Spare the Dying

Necromancy cantrip

Casting Time: Swift

Range: Touch

Duration: Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect on undead or constructs.

Spiritual Weapon

2nd level evocation

Casting Time: 1 action

Range: 50 feet

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes a melee attack against a creature within 5 feet of it. The weapon has a +6 bonus to hit; on a hit, the target takes 1d8 force damage. As part of your action on any turn until the spell ends, you may move the weapon up to 20 feet and repeat the attack on any creature within 5 feet of it. The weapon is typically a hammer, though it can take whatever form you choose.