CHARACTER NAME
Acolyte
BACKGROUND
Hill Dwarf
SPECIES

Cleric
CLASS
SUBCLASS

1
LEVEL
XP

ARMOR CLASS
14
SHIELD

HIT POINTS
10
CURRENT
MAX
TEMP

HIT DICE
SPENT
1d8
MAX

EXHAUSTION
-2 -4 -6 -8 -10

DEATH SAVES
SUCCESS
FAILURE

DUNGEONS & DRAGONS

PROFICIENCY BONUS	INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
+2		-1	30	M	

	MODIFIER	SCORE	Saving Throw	DC
STRENGTH	+2	14	+2	
INTELLIGENCE	+1	12	+1	
DEXTERITY	-1	8	-1	
WISDOM	+3	16	+5	13
CONSTITUTION	+1	13	+1	
CHARISMA	+1	12	+3	

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Mace	+4	16+2 Blunt	
Unarmed Strike	+3	3 blunt	
Sacred Flame		1d8 fire	Dex save
Guiding bolt	+5	4d6 radiant	120 ft

CLASS FEATURES

Protector - gain martial weapons and heavy armour.

SKILL & TOOL PROFICIENCIES

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

OTHER PROFICIENCIES

LANGUAGES Common, Dwarf, Orc

ARMOR
- Shields
- Light
- Medium
- Heavy

WEAPONS
- Simple
- Martial
- Improvised

SPECIES TRAITS

Darkvision 120 ft
Dwarf Resilience. Resistance to Poison damage. Advantage against Poison condition.
Dwarf Tough Gain 1 HP per level.
Stone Cunning As a Bonus Action, you gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense. 2* day

FEATS

Magic Initiate 2 Cantrips Spare the Dying, Toll the dead
1 1st level Healing Word

Standard Array 15, 14, 12, 13, 10, 8 Or 27 Pt buy PHB 38

SPELLCASTING ABILITY	
wis	SPELLCASTING MODIFIER
13	SPELL SAVE DC
+5	SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended
Level 1	2	◇◇◇◇
Level 2		◇◇◇
Level 3		◇◇◇
Level 4		◇◇◇
Level 5		◇◇◇
Level 6		◇◇
Level 7		◇◇
Level 8		◇
Level 9		◇

SORCERY POINTS

MAX

CANTRIPS & PREPARED SPELLS

Prep.	Level	Name	Concentration	Ritual	Notes (Casting Time, Range, etc.)
◆	c	Sacred Flame	◇ C	◇ R	Dex save 60 ft
◆	c	guidance	◇ C	◇ R	touch
◆	c	Thaumaturgy	◇ C	◇ R	30 ft
◆	c	Spare the Dying	◇ C	◇ R	15 ft
◆	c	Toll the Dead	◇ C	◇ R	60 ft 1d8 or 1d12 Wis save
◆	1	Healing word (No slot)	◇ C	◇ R	BA 60 ft
◆	1	Ceremony	◇ C	◆ R	
◆	1	Bane	◇ C	◇ R	Cha Save 30 ft
◆	1	Protection from Evil and Good	◇ C	◇ R	Touch
◆	1	Purify Food and Drink	◇ C	◇ R	5ft sphere 10ft range
◆	1	Bless	◇ C	◇ R	30ft range
◆	1	Command	◇ C	◇ R	Wis save 60 ft
◆	1	Sanctuary	◇ C	◇ R	Wis save 30 ft
◆	1	Shield of Faith	◇ C	◇ R	BA 60 ft
◆	1	Create or Destroy Water	◇ C	◇ R	30 Ft cube 30 ft range
◆	1	Cure Wounds	◇ C	◇ R	Touch 2d8+ mod
◆	1	Detect Evil and Good	◇ C	◇ R	30 ft
◆	1	Detect Poison and Disease	◇ C	◆ R	30 ft
◆	1	Detect Magic	◇ C	◆ R	30 ft
◆	1	Guiding Bolt	◇ C	◇ R	4d6 rad +5 to hit 120 ft
◆	1	Inflict Wounds	◇ C	◇ R	Con save Touch
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	
◆			◇ C	◇ R	

EQUIPMENT

Shield, Chain Shirt, Mace, Backpack, Holy Symbol, Rations *7, Robe, Blanket, tinderbox, lamp, Holy water, Rope, Pitons 4

Carry Capacity	Drag/Lift/Push	Weight Carried
59	210	420

VALUABLES

Folding fan which shows a fat orange cat

MAGICAL ITEMS

Magic Item Attunement

◇

◇

◇

COINS

12 GP

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