CHARACTER NAME	
Acolyte	Cleric
BACKGROUND	CLASS
Hill Dwarf	Life
SPECIES	SUBCLASS

5 LEVEL

XP

ARMOR CLASS 15

SHIELD

HIT POINTS 38

CURRENT

MAX TEMP

HIT DICE

SPENT 5d8

MAX

EXHAUSTION -2 -4 -6 -8 -10

DEATH SAVES

SUCCESS FAILURE

DUNGEONS & DRAGONS

PROFICIENCY BONUS	INSPIRATION	INITIATIVE	SPEED	SIZE	PASSIVE PERCEPTION
+3		-1	30	M	14

	MODIFIER	SCORE	Saving Throw	DC
STRENGTH	+2	14	+2	
INTELLIGENCE	+1	12	+1	
DEXTERITY	-1	8	-1	
WISDOM	+4	18	+7	13
CONSTITUTION	+1	13	+1	
CHARISMA	+1	12	+4	

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Mace	+4	16+2 Blunt	
Unarmed Strike	+3	3 blunt	
Sacred Flame		2d8 fire	Dex save 15
Guiding bolt	+7	4d6 radiant	120 ft

CLASS FEATURES

Protector - gain martial weapons and heavy armour.
Channel Divinity 2 * dayregain one expended use after finishing a Short Rest.

Divine Spark Heal 1d8 + wis or Harm 1d8+ wis necro Con save 1/2

Preserve Life • free-rules 73
As a Magic Action, you can expend a use of your Channel Divinity to restore 25 HP to Bloodied creatures within 30 ft. of yourself (which can include you), and divide the HP among them. This feature can only restore a creature up to half its maximum HP.

Sear Undead • free-rules 71
Whenever you use Turn Undead, any Undead that fail its saving throw takes 4d8 Radiant damage. This damage doesn't end the turn effect.
Disciple of Life • free-rules 73
When a spell you cast with a spell slot restores HP to a creature, that creature regains an additional 2 + the spell slot's level.

SKILL & TOOL PROFICIENCIES

-1	Acrobatics (Dex)	+7	Medicine (Wis)
+3	Animal Handling (Wis)	+1	Nature (Int)
+1	Arcana (Int)	+4	Perception (Wis)
+2	Athletics (Str)	+1	Performance (Cha)
+1	Deception (Cha)	+1	Persuasion (Cha)
+4	History (Int)	+4	Religion (Int)
+7	Insight (Wis)	-1	Sleight of Hand (Dex)
+1	Intimidation (Cha)	-1	Stealth (Dex)
+1	Investigation (Int)	+4	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. 3* 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

Wisdom	
SPELLCASTING ABILITY	
wis	SPELLCASTING MODIFIER
15	SPELL SAVE DC
+7	SPELL ATTACK BONUS

SPELL SLOTS	Total	Expended	SORCERY POINTS	Total	Expended	MAX	Total	Expended
Level 1	4	◇◇◇◇	Level 4		◇◇◇	Level 7		◇◇
Level 2	3	◇◇◇	Level 5		◇◇◇	Level 8		◇
Level 3	2	◇◇◇	Level 6		◇◇	Level 9		◇

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 2d8 or 2d12 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
◆	2	Aid	◇ C	◇ R	
◆	2	Hold person	◆ C	◇ R	60 ftWis
◆	2	Lesser restoration	◇ C	◇ R	
◆	2	spiritual Weapon	◆ C	◇ R	
◇			◇ C	◇ R	
◇			◇ C	◇ R	
◆	3	Daylight	◇ C	◇ R	
◆	3	Mass healing word	◇ C	◇ R	2d4 +6 BA 60
◇	3	revivify	◇ C	◇ R	
◇	3	Spirit Guardians	◇ C	◇ R	

EQUIPMENT

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

1 300 gp diamond

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

VALUABLES

Folding fan which shows a fat orange cat
40 downtime days

MAGICAL ITEMS

+1 chain shirt

Magic Item Attunement

◇

◇

◇

COINS

500 GP

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