

HUMAN CLERIC

6th-Level Medium Human Cleric

Armor Class 18 (chain mail and shield)

Hit Points 45 (6d8 Hit Die)

Proficiency Bonus +2

Speed 30 ft. (25 ft. in chain mail)

Alignment lawful good

Languages Common, Dwarvish, Elvish

ABILITY SCORES

Strength	16	(+3)
Dexterity	9	(-1); disadvantage on Stealth*
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	18	(+4); add proficiency bonus to saves
Charisma	13	(+1); add proficiency bonus to saves

*Only while wearing chain mail.

ATTACKS

Melee Attack: Mace (+5 to hit; 1d6 + 3 bludgeoning)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +5 to hit; 1d6 + 3 piercing)

Spell Saving Throw DC: 14 (12 without holy symbol)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Religion, History, Insight, Medicine

CANTRIPS

Light, sacred flame, spare the dying

PREPARED SPELLS

Augury, beacon of hope, bless, command, cure wounds, dispel magic, healing word, lesser restoration, prayer, remove curse, sanctuary, speak with dead, spiritual weapon

EQUIPMENT

Chainmail, heavy shield, mace, javelins (3), *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, cleric vestments, holy symbol, mess kit, rations (4 days), tome (holy teachings), waterskin, 6 gp, 9 sp, and 8 cp.

Class Features

Channel Divinity (2/day). You have the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and Restore Health.

When you use your Channel Divinity, you choose which effect to create. You must then complete a short rest or a long rest to use your 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 Wisdom saving throw (DC 16), 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 your cleric level multiplied by 5, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle

or to try to escape from an effect that prevents it from moving.

Restore Health. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 5 times your cleric level. Choose any creatures within 25 feet of you, and divide those 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 a construct.

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 1st level.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land), the healer's kit, and your skills (noted in "Skills"). Add the bonus to your Wisdom and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Spellcasting

As a conduit of divine magic, you have a cantrips, which you can cast at will, and prepared spells that you can cast a certain number of times per day.

Spells per Day. Your cleric level determines the number of cleric spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2	3
Spell Slots	4	3	3

Spell Preparation. Whenever you complete a long rest, you prepare the list of cleric spells that you can cast. Your list can contain a number of cleric spells equal to 1 + your cleric level, and the spells can be of any spell level that is available to you (currently 3rd). This character already has a list of prepared spells, including domain spells (see below), but you can alter the list each day, choosing from among the spells on the cleric list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your cleric spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

Rituals. You can cast any cleric spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your holy symbol.

Domain Spells. You worship a deity that influences the domain of life (Chauntea in the Forgotten Realms). Because of this fact, you always have the following domain spells prepared, and they do not count against the number of spells you can prepare each day: *beacon of hope*, *bless*, *cure wounds*, *lesser restoration*, *prayer*, *spiritual weapon*

Background: Priest

You have pledged your life to serve your deity.

Temple Services. You belong to a specific temple dedicated to your deity. You have a residence there, and you can perform religious ceremonies drawn from the sacred teachings of your faith. While near your temple, or another location in which your faith has a presence, you can call upon fellow priests and others aligned with your faith for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Proficiencies. You have proficiency with the herbalism kit and mounts (land), so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Augury

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Describe a course of action that you plan to take within the next 30 minutes. By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an answer from an otherworldly entity about the results of that course of action. The DM chooses from the following possible answers:

Weal, for good results

Woe, for bad results

Weal and woe, for both good and bad results

Nothing, for results that are not especially good or bad

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Material Components: Specially marked sticks, bones, or similar tokens worth at least 25 gp, which are not consumed when you cast the spell.

Beacon of Hope

3rd-level abjuration

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and a target regains the maximum number of hit points possible from any healing.

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.

Cure Wounds

1st-level evocation

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 upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Dispel Magic

3rd-level abjuration

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

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 upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

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 diseases, 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 required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Prayer

3rd-level conjuration

Casting Time: Swift

Range: 25 feet

Duration: Concentration, up to 1 minute

Choose any number of creatures within range. Until the spell ends, each target gains the blessing of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Remove Curse

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch one creature or object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it and is no longer attuned to it.

Sacred Flame

Evocation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 2d8 radiant damage.

Sanctuary

1st-level abjuration

Casting Time: Swift

Range: 25 feet

Duration: 1 minute

You ward a creature within range against 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 chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects an enemy creature, this spell ends early.

Shield of Faith

1st-level abjuration

Casting Time: Swift

Range: 50 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

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 upon undead or constructs.

Speak with Dead

3rd-level necromancy

Casting Time: 1 action

Range: 10 feet

Duration: 10 minutes

Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew

in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body, only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

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 bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 1d8 force damage.

As part of your action on any turn until the spell ends, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon is typically a hammer, though it can take whatever form you choose. Some clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace, or Thor for his hammer) make the effect of this spell resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1 for each level above 2nd.