

Luhman

CHARACTER NAME

Cleric 1
CLASS & LEVEL

xo_violett
PLAYER NAME

Human
SPECIES

Acolyte
BACKGROUND

(Milestone)
EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

8

-1

CONSTITUTION

13

+1

INTELLIGENCE

10

+0

WISDOM

15

+2

CHARISMA

12

+1

- +2 Strength
- 1 Dexterity
- +1 Constitution
- +0 Intelligence
- +4 Wisdom
- +3 Charisma

Saving Throw Modifiers

SAVING THROWS

- 1 Acrobatics DEX
- +2 Animal Handling WIS
- +0 Arcana INT
- +2 Athletics STR
- +1 Deception CHA
- +0 History INT
- +4 Insight WIS
- +1 Intimidation CHA
- +0 Investigation INT
- +4 Medicine WIS
- +0 Nature INT
- +2 Perception WIS
- +1 Performance CHA
- +3 Persuasion CHA
- +2 Religion INT
- 1 Sleight of Hand DEX
- 1 Stealth DEX
- +2 Survival WIS
- _____
- _____
- _____

SKILLS

-1
INITIATIVE

ARMOR
9
CLASS

DEFENSES

HEROIC INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP Current HP Temp HP
9 --
HIT POINTS

Total 1d8
HIT DICE

SUCCESSES FAILURES DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Calligrapher's Supplies

=== LANGUAGES ===
Common, Giant

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

ACTIONS

12 PASSIVE PERCEPTION

14 PASSIVE INSIGHT

10 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Unarmed Strike	+4	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== CLERIC FEATURES ===

* Core Cleric Traits • free-rules 69

* Spellcasting • free-rules 69

* Divine Order • free-rules 70

| Protector •
You gain proficiency with Martial weapons and Heavy armor training.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Wisdom •

=== HUMAN SPECIES TRAITS ===

* Languages • BR 31
You can speak, read, and write Common and one extra language.

=== FEATS ===

* Acolyte Ability Score Improvements • PHB-2024 178

* Magic Initiate (Cleric) • free-rules 201
Two Cantrips. You learn two cantrips of your choice from the Cleric spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Cleric spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Shield	1	6 lb.		
SP	0	Chain Shirt	1	20 lb.		
EP	0	Mace	1	4 lb.		
GP	0	Backpack	1	5 lb.		
PP	0	Holy Symbol	1	--		
		Rations	7	14 lb.		
		Robe	1	4 lb.		
		Blanket	1	3 lb.		
		Tinderbox	1	1 lb.		
		Lamp	1	1 lb.		
		Holy Water	1	1 lb.		
WEIGHT CARRIED		59 lb.		ATTUNED MAGIC ITEMS		
ENCUMBERED		0 lb.				
PUSH/DRAG/LIFT		0 lb.				

EQUIPMENT

Luhman

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
<input type="radio"/> Sacred Flame	Cleric	DEX 12	1A	60 ft.	V,S	Instantaneous	free-rules 313	V/S
<input type="radio"/> Guidance	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	free-rules 282	D: 1m, V/S
<input type="radio"/> Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	free-rules 333	D: 1m, V
<input type="radio"/> Guidance	Magic Initiate (Cleric)	--	1A	Touch	V,S	Concentration, up to 1 minute	free-rules 282	D: 1m, V/S
=== 1st LEVEL ===		2 Slots OO						
<input type="radio"/> Bane	Cleric	CHA 12	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 245	D: 1m, V/S/M
<input type="radio"/> Protection from Evil and Good	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	free-rules 309	D: 10m, V/S/M
<input type="radio"/> Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	free-rules 310	5 ft. Sphere, V/S
<input type="radio"/> Bless	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	free-rules 247	D: 1m, V/S/M
<input type="radio"/> Command	Cleric	WIS 12	1A	60 ft.	V	Instantaneous	free-rules 251	V
<input type="radio"/> Sanctuary	Cleric	WIS 12	1BA	30 ft.	V,S,M	1 minute	free-rules 313	D: 1m, V/S/M
<input type="radio"/> Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	free-rules 316	D: 10m, V/S/M
<input type="radio"/> Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	free-rules 258	30 ft. Cube, V/S/M
<input type="radio"/> Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	free-rules 259	V/S
<input type="radio"/> Detect Evil and Good	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 261	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Detect Magic [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Guiding Bolt	Cleric	+4	1A	120 ft.	V,S	1 round	free-rules 282	D: 1Rnd, V/S
<input type="radio"/> Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	free-rules 284	V
<input type="radio"/> Inflict Wounds	Cleric	CON 12	1A	Touch	V,S	Instantaneous	free-rules 288	V/S

SPELLS