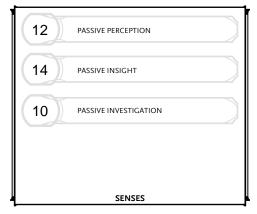


PROFICIENCIES & TRAINING

0

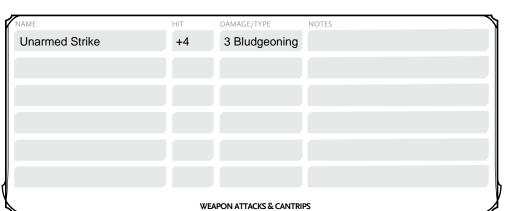
CHARISMA

=== 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

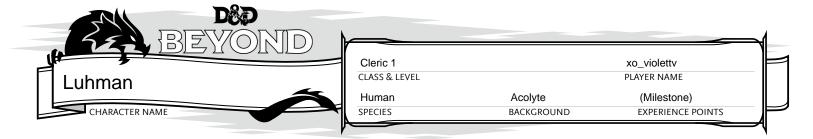


O +2 Survival WIS

SKILLS



ACTIONS



=== 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.

=== 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.

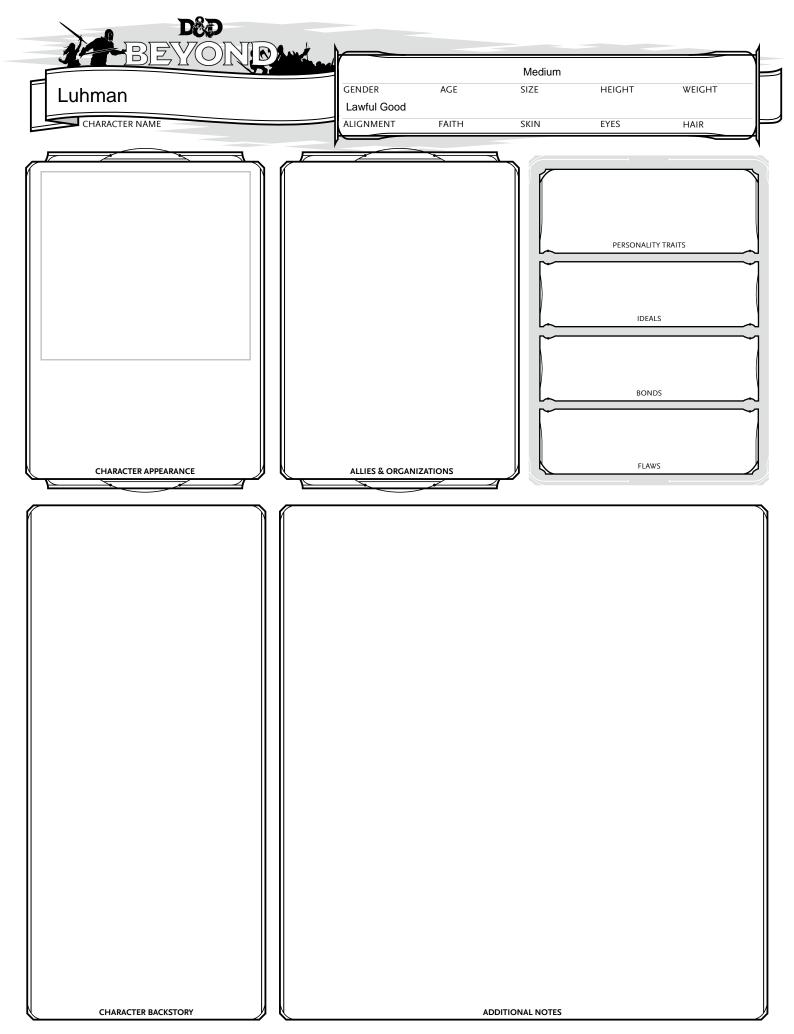
Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

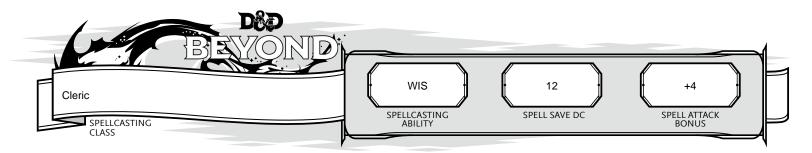
Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Wisdom •

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Shield	1	6 lb.			
		Chain Shirt	1	20 lb.			
(F)	0	Mace	1	4 lb.			
		Backpack	1	5 lb.			
	0	Holy Symbol	1				
		Rations	7	14 lb.			
	0	Robe	1	4 lb.			
برالر		Blanket	1	3 lb.			
	0	Tinderbox	1	1 lb.			
	WEIGHT CARRIED	Lamp	1	1 lb.			
	59 lb.	Holy Water	1	1 lb.			
	ENCUMBERED				ATTUNED MAGIC ITEMS	QTY	WEIGHT
	0 lb.						
	PUSH/DRAG/LIFT						
	0 lb.						
			EQUI	PMENT			





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