CHARACTER NAME

BACKGROUND: Dwarf

SPECIES

CLASS: Cleric

SUBCLASS: Life Domain

LEVEL

XP

ARMOR CLASS: 16 (SHIELD)

HIT POINTS — CURRENT / TEMP / MAX

HIT DICE — SPENT / MAX: d8 (x Level)

DEATH SAVES — SUCCESSES / FAILURES

HP = 8 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2 (+3 at Level 5)

STRENGTH +2 (MODIFIER) 14 (SCORE)
- ○ Saving Throw
- ○ Athletics

DEXTERITY -1 (MODIFIER) 8 (SCORE)
- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION +2 (MODIFIER) 14 (SCORE)
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE +0 (MODIFIER) 10 (SCORE)
- ○ Saving Throw
- ○ Arcana
- ○ History
- ○ Investigation
- ○ Nature
- ⊗ Religion

WISDOM +4 (18) at Level 4 — +3 (MODIFIER) 17 (SCORE)
- ⊗ Saving Throw
- ○ Animal Handling
- ⊗ Insight
- ⊗ Medicine
- ○ Perception
- ○ Survival

CHARISMA +1 (MODIFIER) 12 (SCORE)
- ⊗ Saving Throw
- ○ Deception
- ○ Intimidation
- ○ Performance
- ⊗ Persuasion

INITIATIVE +2

SPEED 30

SIZE Small

PASSIVE PERCEPTION 13

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Warhammer	+4 [Level 5] +5	1d8+2 Bludgeoning	
Sacred Flame	13 [Level 4] 14 [Level 5] 15	1d8 Radiant [Level 5] 2d8	60 ft. Range

CLASS FEATURES PHB pg. 69

[Level 2] Channel Divinity (2 Uses, Regain 1x after Short Rest; all after Long Rest):

Divine Spark: target in 30 ft. heals 1d8 + 3 [Level 4: 1d8 + 4], or takes same Necrotic or Radiant damage; Spell Save DC CON save for half damage.
Turn Undead: Undead within 30 ft., Spell Save DC WIS save or Frightened and Incapacitated for 1 min. or until damaged.
[Level 3] Preserve Life: Distribute 25HP among Bloodied targets within 30 ft.

[Level 3] Disciple of Life. Healing Spells add 2x Spell Slot Level to HP recovered.

[Level 5] Sear Undead. When using Turn Undead, also deal 4d8 Radiant Damage to Each Undead.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

simple weapons, martial weapons

TOOLS

Herbalism Kit

SPECIES TRAITS PHB, pg. 188

[Level 1] Dwarf Traits
- Darkvision (120 feet)
- Dwarven Resilience (Resistance + Adv. against Poison)
- Dwarven Toughness (extra hit points, included)
- Stonecunning (gain Tremorsense 60 ft. for 10 min. as a bonus action, 3x/Long Rest)

FEATS

[Level 1] Healer [PHB 2024, p. 201]: Healing kit allows treated to use one Hit Point Dice to recover h.p. Also, dice for healing (kit or magic) reroll 1 results.

[Level 4] War Caster. Advantage on Concentration Saves; Cast Spell (must have Casting Time: 1 Action, target only 1 creature) as Opportunity Attack.

Wisdom

SPELLCASTING ABILITY

+3 SPELLCASTING MODIFIER [Level 4] +4

13 SPELL SAVE DC [Level 4] 14 [Level 5] 15

+5 SPELL ATTACK BONUS [Level 4] +6 [Level 5] +7



SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		

[Level 1] 2x 1st-Level Slots
[Level 2] 3x 1st-Level Slots
[Level 3] 4x 1st-Level + 2x 2nd-Level Slots
[Level 4] 4x 1st-Level + 3x 2nd-Level Slots
[Level 5] 4x 1st-Level + 3x 2nd-Level + 2x 3rd-Level Slots

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Guidance			C R M	
0	Sacred Flame			C R M	
0	Thaumaturgy			C R M	
0	[Level 4] Toll the Dead			C R M	
1	Bless			C R M	
1	Cure Wounds			C R M	
1	Detect Magic			C R M	
1	Guiding Bolt			R M	
1	[Level 2] Sanctuary			R M	
1	[Level 3] Shield of Faith			R M	
2	[Level 3] Aid			C R M	
2	[Level 3] Spiritual Weapon			C R M	
2	[Level 3] Lesser Restoration			C R M	
2	[Level 3] Silence			C R M	
2	[Level 4] Enhance Ability			C R M	
3	[Level 5] Bestow Curse			C R M	
3	[Level 5] Mass Healing Word			C R M	
3	[Level 5] Revivify			C R M	
3	[Level 5] Aura of Vitality			C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Elvish, Halfling

EQUIPMENT

scale mail (AC 14), shield (AC +2), warhammer, mace, quarterstaff, priest's pack (backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days' rations, waterskin), herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), bedroll, set of common clothes, set of traveler's clothes, holy symbol: amulet, book (philosophy), three flasks of oil.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			15	

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