

Human Cleric

Lawful Good Human Cleric 1

AC 14
Speed 30'

HP 10
(Hit Dice: 1d8)

Strength	14 (+2)
Dexterity	13 (+1)
Constitution	15 (+2)
Intelligence	11 (+0)
Wisdom	18 (+4)
Charisma	9 (-1)

Attacks

Radiant lance +6; 1d8+4 radiant damage
Mace +4; 1d8+2 bludgeoning damage
Sling +3; 1d4+1 bludgeoning damage

Background: Priest

You have pledged your life to serve a god, pantheon of gods, or philosophy. You represent your chosen power in the mortal world, working to advance the power's aims, spread its teachings, and make converts of those you meet.

Planar Lore +3 (+3 training, +0 Intelligence)
Diplomacy +2 (+3 training, -1 Charisma)
Insight +7 (+3 training, +4 Wisdom)
Religious Lore +3 (+3 training, +0 Intelligence)

Temple Services

You have a residence in a temple, and you can perform religious ceremonies and offer sermons drawn from the sacred teachings of your faith. While near your temple, you can call upon acolytes and fellow priests for assistance, provided the assistance you ask for is not hazardous.

Additionally, when you are in a location that has a temple, shrine, or other presence of your faith, you can expect to receive free healing, care, and religious services for yourself and your adventuring companions from others aligned with your faith.

Specialty: Acolyte

Initiate of the Faith

You know 2 additional minor spells that have already been factored into the spell selection of this pregenerated character.

Class and Race Features

Channel Divinity

Once per day as an action, you can channel divinity (a magical effect). When you do so, choose a creature that you can see within 30 feet of you. If the target is living, it regains hit points equal to 1d8 + your Wisdom modifier. If the target is undead, it takes that amount of holy damage.

Divine Magic

As a 1st level cleric, you have two spell slots; you can cast two prepared cleric spells per day.

Spell Preparation: After a long rest, you can prepare a number of spells by spending time in prayer. At 1st level, you can prepare two 1st-level spells of your choice.

In addition, you always have the *turn undead* spell and the *searing light* spell (the latter granted by your adherence to the Sun domain) prepared. These do not count against the number of spells you can prepare.

Casting a Spell: When you cast a spell, you choose one of your prepared spells and use a spell slot of that spell's level or higher. After you cast the spell, you lose the use of that slot until you prepare spells again, but the spell is still considered to be prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect a spell's level. For example, if you have *bless* and *cure light wounds* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Magical Attacks: When you make a magical attack using a cleric spell, you use your Wisdom modifier for the attack roll, and add a +2 bonus to that roll.

Saving Throw DCs: When a cleric spell that you cast or a cleric feature that you use calls for a saving throw, the save DC equals 14.

Orisons: You know four orisons, also called minor spells. You master these spells so completely that the orisons never need to be prepared in advance. They can be cast at will as your action.

Sun Domain

The sun domain encompasses the shining light of the sun, as well as its searing heat.

You gain the minor spell *radiant lance*.

Additionally, you gain proficiency with light and medium armor, and you have fire resistance and radiant resistance.

Equipment

Studded leather armor, mace, sling, 50 sling bullets, healer's kit, holy symbol, tome of sacred writings, one flask of holy water, ink, ink pen, ten sheets of paper, vestments, and 89 gp.

Spells

You can prepare (or already have prepared) the following spells.

Orisons	1st-Level Spells
<i>bless water</i>	<i>cure light wounds</i>
<i>death's door</i>	<i>sanctuary</i>
<i>detect magic</i>	<i>searing light</i> (always prepared)
<i>radiant lance</i>	<i>turn undead</i> (always prepared)

Bless Water

Minor transmutation

Holy water plays an important part in religious ceremonies and is a common ingredient for spells clerics and some paladins cast. Even when not used as such, holy water burns undead and unholy creatures as if it were acid.

Requirement: You must light incense worth no less than 25 gp before you can cast this spell.

Effect: You touch a container holding no more than 1 pint of water and cause it to become holy water.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes praying and preparing special material components that include the incense requirement, as well as a silver cord worth an additional 25 gp.

Cure Light Wounds

1st-level conjuration

You channel divine energy into an injured creature to mend wounds and ease suffering.

Effect: You touch a living creature. The creature regains 1d8 + 4 hit points.

Death's Door

Minor abjuration

The rune that *death's door* creates on a creature's body prevents that creature from slipping closer to the grave.

Effect: You touch a dying creature. It becomes stabilized.

Detect Magic

Minor divination

Upon casting *detect magic*, you immediately perceive any objects, fields, or creatures affected or created by magic as having a flickering aura. Studying the auras can give you clues into the nature of the magic such as its school and power.

Effect: You detect the presence of any magic in a 30-foot cone originating from you. You can ignore the presence of magic that you are already aware of. If the magic you sense belongs to a school of magic, you learn what that school is.

This spell does not reveal invisible creatures, or magic that conceals spells, objects or creatures.

Radiant Lance

Minor evocation

Your devotion reveals itself as a beam of light shines from your holy symbol or weapon to burn a path through your foes.

Effect: You make a magical attack against one creature within 50 feet of you. On a hit, the target takes 1d8 + 4 radiant damage.

Sanctuary

1st-level abjuration

Clerics sometimes cast *sanctuary* on themselves to move to injured allies or to cast more challenging spells without the risk of interference from their opponents. The spell is also useful for keeping an important individual safe while the battle rages to all sides.

Effect: You touch a willing creature. For 1 minute, any creature that would attack it first makes a Wisdom saving throw. If the creature fails, it must choose a new target for its attack or lose its action. If it succeeds, it can attack and is no longer subject to this spell's effects.

If the touched creature makes an attack or casts a spell that can deal damage, the spell ends.

Searing Light

1st-level evocation

Focusing holy power like a ray of the sun, you project a blast of light from your open palm.

Effect: Make a magical attack against a creature within 100 feet of you. On a hit, the target takes 3d8 radiant damage. An undead creature instead takes 3d12 radiant damage. On a miss, the target takes half that much damage.

Turn Undead

1st-level necromancy

Forcefully presenting your holy symbol and a firm denunciation causes undead who hear you to fall back, recoiling in horror from your presence. This gesture might destroy weaker undead, instantly turning them to ash.

Requirement: You must have a holy symbol to cast this spell.

Effect: Each undead creature with maximum hit points of 25 or less within 20 feet of you that can see and hear you makes a Wisdom saving throw. If it fails, it cannot willingly move closer to you, attack, or cast spells until the end of your next turn or until it is attacked. While one or more creatures are under this effect, you can use your action to extend the spell's effects for another round.

If you move next to a creature under this spell's effect, it must move at least 5 feet away from you during its next turn. If there's no safe place for the creature to move when you approach, it cannot move at all.