

Level 4 Human Cleric

AC 18 **Hit Points** 35
Speed 25 ft. **Hit Dice** 4d8

Strength 16 (+3)
Dexterity 11 (+0)*
Constitution 14 (+2)
Intelligence 9 (–1)
Wisdom 17 (+3)
Charisma 14 (+2)

* *Due to your armor, you have disadvantage on any check you make to hide or move silently.*

Attacks

Mace +4; 1d6 + 3 bludgeoning damage

See also **Lance of Faith**

Skills

Skills: Administer first aid, listen, perform, persuade, sense motive, and recall lore (religious lore).

Religious Knowledge: You have advantage on all Intelligence checks to recall religious lore.

Race: Human

Languages: Common.

Class: Cleric

Armor and Weapon Proficiencies: You are proficient with all armor and shields. You are also proficient with all simple weapons.

Deity: You worship the lifegiver. As a devotee of life, you can foster health and healing in the people you attend.

Disciple of Life: When you cast any of the Lifegiver's domain spells, the spell restores additional hit points equal to 2 + the spell's level.

Spellcasting: You can prepare up to five spells per day beyond those granted by your domain. You have three 1st-level spell slots that you can use to cast 1st-level spells you've prepared, and two 2nd-level spell slot that you can use to cast 2nd-level spells you've prepared.

Spell Preparation: You must prepare your spells before casting them. You prepare spells by choosing spells from the cleric spell list. Preparing

your spells requires time spent in prayer and meditation: at least one minute per spell level for each spell you prepare.

Casting a Spell: When you cast a spell, 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 you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific 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.

Rituals: You can cast any spell you have prepared as a ritual, provided that the spell has a ritual version.

Saving Throw DCs: When a cleric spell that you cast calls for a saving throw, the save DC equals 15.

Channel Divinity: You can channel divinity twice per day. Your deity choice determines how you can channel divinity.

When you channel divinity, you choose an option granted by your deity and gain its benefits.

Positive Energy Burst: As an action, you can expend one of your uses of channel divinity to send a burst of positive energy into a living creature. Choose a living creature within 30 feet of you. That creature regains 2d10 hit points.

Spiritual Vestment: When you take damage, you can expend a use of your channel divinity as a reaction. When you do so, reduce the damage you take by 15.

Turn Undead: As an action, you can expend one of your uses of channel divinity to channel positive energy. When you do so, each undead creature within 30 feet of you that has hit points equal to or less than twice your cleric level is destroyed.

Each remaining undead creature within 30 feet of you that has hit points equal to or less than five times your cleric level is turned. A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 30 feet of you (unless there is nowhere else it can move), 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.

Spells

Cantrips: You know the *lance of faith* and *cure minor wounds* cantrips.

Domain Spell: You are always considered to have the *cure wounds* spell prepared.

Spell List: You can choose to prepare spells from the following cleric spell list.

Level 1 Spells

Bless
Cause Fear
Command
Create Water
Cure Wounds
Detect Magic
Detect Poison
Detect Undead
Divine Favor
Inflict Wounds
Locate Animals and Plants
Protection from Evil
Purify Food and Drink
Sanctuary
Shield of Faith

Level 2 Spells

Aid
Animal Messenger
Augury
Hold Person
Lesser Restoration
Protection from Poison
Silence
Speak with Animals
Spiritual Weapon
Water Walk
Zone of Truth

Background: Priest

Temple Services: You belong to a specific temple dedicated to your chosen power. You have a residence there, 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 and you remain in good standing with your temple.

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.

Equipment

Chain mail, shield, mace, two holy symbols, two flasks of holy water, ink, ink pen, paper (ten sheets), vestments, a belt pouch containing 17 gp, 8 sp, and 8 cp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin