

# HUMAN CLERIC

**1st-Level Medium Human Cleric**

**Armor Class** 18 (chain mail and shield)

**Hit Points** 10 (1d8 Hit Die)

**Proficiency Bonus** +1

**Speed** 30 ft. (25 ft. in chain mail)

**Alignment** lawful good

**Languages** Common, Dwarvish, Elvish

## ABILITY SCORES

<b>Strength</b>	15	(+2)
<b>Dexterity</b>	9	(-1); disadvantage on Stealth*
<b>Constitution</b>	14	(+2)
<b>Intelligence</b>	11	(+0)
<b>Wisdom</b>	17	(+3); add proficiency bonus to saves
<b>Charisma</b>	13	(+1); add proficiency bonus to saves

\*Only while wearing chain mail.

## ATTACKS

**Melee Attack:** Mace (+3 to hit; 1d6 + 2 bludgeoning)

**Melee or Ranged Attack:** Javelin (range 30 ft./120 ft.; +3 to hit; 1d6 + 2 piercing)

**Spell Saving Throw DC:** 12 (11 without holy symbol)

## SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Religion, History, Insight, Medicine

## CANTRIPS

*Light, sacred flame, spare the dying*

## PREPARED SPELLS

*Bless, command, cure wounds, healing word*

## EQUIPMENT

Chainmail, heavy shield, mace, javelins (3), *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, cleric vestments, holy symbol, mess kit, rations (4 days), tome (holy teachings), waterskin, 6 gp, 9 sp, and 8 cp.

## Class Features

**Disciple of Life.** Whenever you restore hit points to a creature with a spell, the creature regains additional hit points equal to 2 + the spell's level. The spell must be at least 1st level.

**Proficiencies.** Add your proficiency bonus to attack rolls you make using simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land), the healer's kit, and your skills (noted in "Skills"). Add the bonus to your Wisdom and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

## Spellcasting

As a conduit of divine magic, you have a cantrips, which you can cast at will, and prepared spells that you can cast a certain number of times per day.

**Spells per Day.** Your cleric level determines the number of cleric spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 1st level, you have two 1st-level castings.

**Spell Preparation.** Whenever you complete a long rest, you prepare the list of cleric spells that you can cast. Your list can contain a number of cleric spells equal to 1 + your cleric level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells, including domain spells (see below), but you can alter the list each day, choosing from among the spells on the cleric list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

**Magic Ability.** Wisdom is your magic ability for your cleric spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

**Rituals.** You can cast any cleric spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your holy symbol.

**Domain Spells.** You worship a deity that influences the domain of life (Chauntea in the Forgotten Realms). Because of this fact, you always have the following domain spells prepared, and they do not count against the number of spells you can prepare each day: *bless* and *cure wounds*.

## Background: Priest

You have pledged your life to serve your deity.

**Temple Services.** You belong to a specific temple dedicated to your deity. You have a residence there, and you can perform religious ceremonies drawn from the sacred teachings of your faith. While near your temple, or another location in which your faith has a presence, you can call upon fellow priests and others aligned with your faith for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

**Proficiencies.** You have proficiency with the herbalism kit and mounts (land), so you add your proficiency bonus to ability checks you make using them.

## Spells

You have the following spells and cantrips available.

### Bless

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

### Cure Wounds

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

### Healing Word

*1st-level evocation*

**Casting Time:** Swift

**Range:** 50 feet

**Duration:** Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points. This spell has no effect upon undead or constructs.

### Light

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

**Material Components:** A firefly or a piece of phosphorescent moss.

### Sacred Flame

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Instantaneous

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

### Spare the Dying

*Necromancy cantrip*

**Casting Time:** Swift

**Range:** Touch

**Duration:** Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect upon undead or constructs.