



CHARACTER NAME

2 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME	TEAM	POSITION	AGE	HEIGHT	WEIGHT	WINGSPAN	VERTICAL JUMP	3-PT SHOOTING	FREE THROWS	REBOUNDING	ASSISTS	STEALS	BLOCKS	TOURNAMENT PERFORM
John Smith	Team A	Guard	22	6'2"	180	70"	28"	40%	85%	5	8	2	1	8.5
Jane Doe	Team B	Forward	25	6'8"	220	75"	32"	35%	78%	12	3	1	2	7.0
Mike Johnson	Team C	Center	28	7'0"	250	80"	35"	30%	80%	15	2	0	3	6.5
Sarah Lee	Team D	Guard	20	5'10"	160	68"	25"	45%	88%	4	10	3	0	9.0
David Kim	Team E	Forward	23	6'5"	200	72"	30"	38%	82%	10	5	1	1	7.5
Emily White	Team F	Center	26	6'9"	230	76"	33"	32%	75%	14	2	0	2	6.0
Chris Brown	Team G	Guard	21	6'1"	175	69"	27"	42%	86%	6	9	2	0	8.0
Alex Green	Team H	Forward	24	6'6"	210	73"	31"	36%	79%	11	4	1	1	7.2
Olivia Black	Team I	Center	27	6'11"	240	78"	34"	31%	77%	13	2	0	2	6.2
Benjamin Gray	Team J	Guard	19	5'9"	155	67"	24"	48%	90%	3	11	3	0	9.5

Acolyte

BACKGROUND

Dwarf, Hill

RACE

300

500 EXPERIENCE

900

Next Level

STRENGTH
+1
13

DEXTERITY
-1
8

CONSTITUTION
+3
16



INTELLIGENCE

0

10



CHARISMA
+1
12




















V.O.C.	<input type="radio"/> +1	STR	<input type="radio"/> 0	INT
	<input type="radio"/> -1	DEX	<input checked="" type="radio"/> +5	WIS
	<input type="radio"/> +3	CON	<input checked="" type="radio"/> +3	CHA

RESISTANCES

Poison	

Adv. vs. Poison

SAVING THROWS

	-1	Acrobatics (Dex)
	+3	Animal Handling (Wis)
	0	Arcana (Int)
	+1	Athletics (Str)
	+1	Deception (Cha)
	+2	History (Int)
	+5	Insight (Wis)
	+1	Intimidation (Cha)
	0	Investigation (Int)
	+5	Medicine (Wis)
	0	Nature (Int)
	+3	Perception (Wis)
	+1	Performance (Cha)
	+1	Persuasion (Cha)
	+2	Religion (Int)
	-1	Sleight of Hand (Dex)
	-1	Stealth (Dex) [disadv.]
	+3	Survival (Wis)
		Tool
SKILLS		

<div>24</div> <div>MAXIMUM HIT POINTS</div>	<div>+2</div> <div>PROFICIENCY BONUS</div>	<div>13</div> <div>ARMOR CLASS</div>
<div>Temporary Hit Points: <input type="text"/></div> <div>CURRENT HIT POINTS</div>	<div>-1</div> <div>INITIATIVE</div>	
<div>SUCCESSSES</div> <div><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></div> <div>FAILURES</div> <div><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></div> <div>DEATH SAVES</div>	<div>LEVEL DIE USED</div> <div>2 d8+3 <input type="text"/></div> <div><input type="text"/> <input type="text"/> <input type="text"/></div> <div><input type="text"/> <input type="text"/> <input type="text"/></div> <div>HIT DICE</div>	<div>ENCUMBERED</div> <div><input type="text"/></div> <div>25 ft</div> <div>SPEED</div>

FEATURE	MAX	RECOVER	USED
Channel Divinity	1	SR	

LIMITED FEATURES

AC	DESCRIPTION
14	Armor Scale Mail
	Shield
-1	Dex <input checked="" type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
	Magic
	Misc
	Misc

ARMOR

	INSPIRATION
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13 ABILITY SAVE DC WISDOM

<div> <div>ARMOR</div> <div> <input checked="" type="radio"/> Light <input checked="" type="radio"/> Medium <input checked="" type="radio"/> Heavy <input checked="" type="radio"/> Shields </div> </div>	<div> <div>WEAPONS</div> <div> <input checked="" type="radio"/> Simple <input type="radio"/> Martial <input checked="" type="radio"/> Other Weapons: </div> </div>	
	Battleaxe, Warhammer	
<div> <div>LANGUAGES</div> <div>Common</div> <div>+2 from Acolyte</div> <div>Dwarvish</div> <div></div> <div></div> <div></div> <div></div> </div>	<div> <div>TOOLS & OTHERS</div> <div>smith, brewer, or mason tools</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	
PROFICIENCIES		

13	PASSIVE WISDOM (PERCEPTION)
Darkvision 60 ft	
SENSES	

[illegible]

NAME TOTAL

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AMMUNITION

ACTIONS	BONUS ACTIONS	REACTIONS
Channel Divinity: Preserve Life		
Channel Divinity: Turn Undead		

ACTIONS

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Mace	Str	Melee	+3	1d6+1	Bleeding
DESCRIPTION					

ATTACKS: WEAPONS & CANTRIPS

Cleric (Life Domain), level 2:

• Bonus Proficiency (Life Domain 1, PHB 60)

I gain proficiency with heavy armor

• Disciple of Life (Life Domain 1, PHB 60)

When I use a spell that restores hit points, it restores an additional 2 + spell level

• Spellcasting (Cleric 1, PHB 58) [3 cantrips known]

I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability

I can use a holy symbol as a spellcasting focus

I can cast my prepared cleric spells as rituals if they have the ritual tag

• Channel Divinity (Cleric 2, PHB 58) [1× per short rest]

I can channel divine energy to cause an effect; the save for this is my cleric spell DC

• Channel Divinity: Preserve Life (Life Domain 2, PHB 60) [10 hit points]

As an action, I can heal any creature within 30 ft of me up to half their maximum HP

I divide the number of hit points among the creatures as I see fit

• Channel Divinity: Turn Undead (Cleric 2, PHB 59)

As an action, all undead within 30 ft that can see/hear me must make a Wisdom save

If an undead fails this save, it is turned for 1 minute or until it takes any damage

Turned: move away, never within 30 ft of me, no reactions or actions other than Dash

Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds

CLASS FEATURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: **Shelter of the Faithful**

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle.

BACKGROUND FEATURE

Hill Dwarf (+2 Constitution, +1 Wisdom)

Stonecunning: Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

Dwarven Toughness: My hit point maximum increases by 1 for every level I have.

RACIAL TRAITS

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

ADVENTURING GEAR

LB

SUBTOTAL

SUBTOTAL
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	GP
	PP

WEIGHT CARRIED

ENCUMBERED


66 - 130 lb

HEAVILY ENCUMBERED

131 - 195 lb

PUSH/DRAW/LIFT

196 - 390 lb



1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

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SPELL SLOTS

CHARACTER NAME

CLERIC SPELLS

Wisdom

5

+5

DC 13

SPELLCASTING ABILITY

TO PREPARE

ATTACK MODIFIER

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
Spare the Dying	1 living creature with 0 current hp becomes stable	—	Necro	1 a	Touch	V,S	Instantaneous	P	277

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
<input checked="" type="radio"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
<input type="radio"/> Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
<input checked="" type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
<input type="radio"/> Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
<input type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P	253
<input type="radio"/> Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M	Conc, 10 min	P	270
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
<input type="radio"/> Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
<input type="radio"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275