

# HUMAN CLERIC

## 2nd-Level Medium Human Cleric

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

**Hit Points** 17 (1d8 Hit Die)

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

**Alignment** lawful good

**Languages** Common, Orcish

### ABILITY SCORES

<b>Strength</b>	15	(+2)
<b>Dexterity</b>	9	(-1)*
<b>Constitution</b>	14	(+2)
<b>Intelligence</b>	11	(+0)
<b>Wisdom</b>	17	(+3)
<b>Charisma</b>	13	(+1)

\*Disadvantage on any Dexterity check you make to hide or move silently due to chain mail.

### ATTACKS

**Melee Attack:** Mace (+3 to hit; 1d8 + 2 bludgeoning)

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

**Spell Saving Throw DC:** 14 (13 without holy symbol)

### CANTRIPS

*Light, sacred flame, spare the dying*

### PREPARED SPELLS

*Bless, command, cure wounds, healing word, protection from evil*

### LORE

When you make an intelligence check to recall magical lore, religious lore, or planar lore, you gain a +10 bonus to the check.

### EQUIPMENT

Chainmail, heavy shield, mace, javelins (3), *potion of healing*, healer's 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

**Attack Bonus.** You gain a +1 bonus to any attack roll using a weapon with which you have proficiency (the bonus is included above).

**Disciple of Life.** When you restore hit points to a creature with a spell that has a level, the creature regains additional hit points equal to 2 + the spell's level.

**Channel Divinity.** You gain the ability to channel divine energy directly from your deity. You have the following Channel Divinity options. Once you use your Channel Divinity, you cannot do so again until you complete a short rest or a long rest.

- **Turn Undead.** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 10 + your Wisdom modifier + your spellcasting bonus), unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your cleric

level multiplied by 5, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. 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.

- **Restore Health.** As an action, divide a number of hit points equal to your cleric level multiplied by 5 in any way you choose among any number of creatures you choose that are within 25 feet of you. An undead creature or a construct cannot be affected.

**Proficiencies.** You have proficiency with simple weapons and 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.

Wisdom is your magic ability for your cleric spells.

**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 2nd level, you have three 1st-level castings.

**Spell Preparation.** Whenever you complete a long rest, you prepare the list of cleric spells that you can cast of 1st level. This pre-generated character already has a list of prepared spells, including domain spells (see below).

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

**Casting a Prepared Spell.** When you cast a prepared spell, 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 spells *cure wounds* and *command* prepared and have two 1st-level castings, you can cast both spells once or one spell twice.

**Spellcasting Bonus.** Your spellcasting bonus is +1. If you present your holy symbol when you cast a spell, you add this bonus to a spell's saving throw DC. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

**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 and offer sermons 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.

## 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.

### Protection from Evil

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** touch

**Duration:** 10 minutes

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fey, fiends, and undead.

The protection grants several benefits: Evil creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

**Material Components:** Holy water or powdered silver and iron sprinkled over and around the target

### 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.