NAME

15
Armor Class
Hit Points
17

Description

Align | **Gender**
Hgt | **Wgt**
Eyes | **Hair**
Size Medium

Experience Points

Class Cleric | **Level** 1
XP (Current XP) | **NL** 2,000 (Required for Next Level)

Abilities

STR	9	(–1)
DEX	15	(+2)
CON	13	(+1)
INT	11	(+0)
WIS	18	(+4)
CHA	14	(+2)

Attributes

Speed 30 feet
Hit Dice d8
Initiative +2

Senses

Attacks

Weapon (Atk) (Damage)
Quarterstaff (+1) (1d8 – 1 bludgeoning)
Radiant lance (+6) (1d8 + 4 radiant)

Languages

Common

Features, Background, and Theme

Race: Human

Most humans are the descendants of pioneers, conquerors, traders, travelers, refugees, and other people on the move. As a result, human lands are home to a mix of people—physically, culturally, religiously, and politically different.

Class: Cleric (Pelor)

A cleric serves the gods, and in doing so, defends and heals companions with a weapon in one hand and a holy symbol in the other. Clerics gain the following features.

- Channel Divinity
- Divine Magic
- Orisons
- Weapon and Armor Proficiencies

See page 2 for details.

Background: Priest

You were and are a priest of a divine power. You work to advance the power's aims, spread its teachings, and, by example, make converts of those you meet. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- Diplomacy +3
- Insight +3
- Religious Lore +3
- Wilderness Lore +3

You also gain the background feature called Temple Services. See page 2 for details.

Theme: Healer

Having studied the healing arts, you work to ease suffering in the world, to mend wounds, and to cure sickness.

You gain the Herbalism feat. See page 2 for details.

For a more old-school experience, don't use background and theme.

PLAYTEST

Equipment & Treasure

Quarterstaff, scale armor, adventurer's kit (backpack, mess kit, 50 feet of hempen rope, tinderbox, 10 torches, 7 days of rations, waterskin), healer's kit, holy symbol, 1 flask of holy water, ink, ink pen, 10 sheets of paper, vestments, 1 dose of antitoxin, 1 *healing potion*.

Antitoxin: A living creature that drinks this liquid gains poison resistance and has advantage on saving throws against poison for 1 hour.

Healer's Kit: It is the perfect tool for healing, containing bandages, poultices, needles, thread, and other basic healing gear. A healer's kit has enough components for ten uses. As an action, you can stabilize a dying comrade by providing them with first aid, consuming one use from the healer's kit.

Healing Potion: This small vial of magical fluid restores life and energy to the individual consuming it. A character that drinks the contents regains 1d8 hit points. Drinking a potion or administering a potion to an adjacent creature takes an action.

Spells

Spell Atk (+4)
Save DC (14)

Spells or Spell Slots per Day

1st	2nd	3rd	4th	5th	6th	7th
2						

Spells Known/Prepared

1st Level: *cure light wounds, spiritual hammer, searing light*

Minor Spells

You know the orisons *detect magic* and *radiant lance*, and you can use them at will.

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CLASS FEATURES

Channel Divinity

You can use any of your Channel Divinity options a total of four times per day.

Turn Undead: You can cast *turn undead* without needing to have it prepared or using a spell slot.

Divine Magic

You can cast a number of cleric spells per day as indicated on table below. Wisdom is your magic ability.

—Spell Slots per Day by Spell Level—

Level	1st	2nd
1st	2	—
2nd	3	—
3rd	4	1

Spell Preparation: Each day, after a long rest, you prepare the spells *cure light wounds, spiritual hammer, and searing light*. Preparing these spells takes 1 minute per spell level for each spell you prepare.

Casting a Spell: You can cast one of your prepared spells using a spell slot of its level or higher. After you cast the spell, you lose the use of that slot until after you prepare spells again.

Magical Attacks: Whenever you make an attack granted by a spell, you use your Wisdom modifier for the attack roll and the damage roll. You gain an additional +2 bonus to the attack rolls of your spells.

Saving Throw Difficulty Class: Whenever an effect from a spell you cast calls for a saving throw, the saving throw DC equals 10 + your Wisdom modifier.

Weapon and Armor Proficiencies

You can wear light and medium armor, and you can use all basic weapons and simple missile weapons.

THEME FEATURES

Herbalism

You have mastered the techniques that allow you to create potions, bandages, and healing kits.

Benefit: You can spend 1 hour to create up to three objects, chosen in any combination from the list below.

- Antitoxin (25 gp)
- *Healing potion* (25 gp)
- Healer's kit (25 gp)

You must have material components (consisting of herbs, vials, cloth, and so forth) whose value is listed above next to the item.

Special: If you gain this feat at the time of character creation, you start play with a healer's kit, one dose of antitoxin, and one *healing potion*.

BACKGROUND FEATURE

Temple Services

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.

ADDITIONAL LEVELS

When you reach the next level or start your character at a higher level, with your DM's approval, make the adjustments noted for each level.

Level 2 (2,000 XP)

Increase your total Hit Dice to 2d8. Increase your maximum hit points to 21. You also have the *shield of faith* spell prepared. You gain the Channel Radiance use of Channel Divinity.

Channel Radiance: As an action, a burst of sunlight flashes from you in a 20-foot sphere centered on you. Creatures in the area take 1d8 + your Wisdom modifier radiant damage, or half damage on a successful Constitution saving throw (DC 10 + your Wisdom modifier). You glow with bright sunlight in a 20-foot radius until the end of your next turn. Invisible creatures within this radius are visible while in the radius and while this effect lasts.

Level 3 (6,000 XP)

Increase your total Hit Dice to 3d8. Increase your maximum hit points to 25. You also have the spells *sunburst, shield of faith,* and *silence* prepared. You gain the Healer's Touch feat.

Healer's Touch: You have a knack for healing that makes your care better for your allies.

Benefit: Whenever you roll dice to determine how much healing a spell, magic item, or other effect heals, do not roll the dice but instead take the maximum possible result.

If you create a potion that heals, that potion always restores the maximum possible amount of hit points.

Finally, when you take a rest, if you have a healer's kit you can tend to wounds and aid your allies in the healing process. You can tend to yourself and up to six other creatures (expending one use of your healer's kit). When you do so, any Hit Dice spent by tended creatures restore the maximum number of hit points.

PLAYTEST NOTES

PLAYTEST

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