NAME

18
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	15	(+2)
DEX	8	(–1)
CON	13	(+1)
INT	10	(+0)
WIS	16	(+3)
CHA	12	(+1)

Attributes

Speed 25 feet
Hit Dice d8
Initiative –1

Senses

Low-light vision

Attacks

Weapon (Atk) (Damage)
Warhammer (+4) (1d10 + 2 bludgeoning)
( ) ( )
( ) ( )
( ) ( )

Languages

Common, Dwarven

Features, Background, and Theme

Race: Mountain Dwarf

Dwarves are known for their skill in battle, their ability to withstand punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. The mysterious lost kingdoms of the dwarf ancestors are never far from their minds. Dwarves gain the following features.

- Dwarven Resilience
- Low-Light Vision
- Speed
- Stonecunning

See page 2 for details.

Class: Cleric (Moradin)

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: Knight

As a knight, you're expected to behave chivalrously, protect the innocent, and mete out justice. You might be sworn to a noble house or be a wandering knight. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- Animal Handling +3
- Diplomacy +3
- Heraldic Lore +3
- Religious Lore +3

You also gain the background feature called Knight's Station. See page 2 for details.

Theme: Guardian

Guardians protect others, putting themselves at risk by intercepting enemies' attacks. Alert, wary, and often selfless, guardians stand as bulwarks against the tide of enemy combatants.

You gain the Defender feat.

Defender: You can interpose your shield between your allies and their attackers.

Benefit: While you are using a shield, when a creature within 5 feet of you is attacked, as a reaction you can give the attacker disadvantage on the attack.

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

Equipment & Treasure

Chainmail, heavy shield, warhammer, holy symbol of Moradin, adventurer's kit (backpack, mess kit, 50 ft. of hempen rope, tinderbox, 10 torches, 7 days of rations, waterskin), signet ring, sealing wax, traveler's clothes, 10 gp.

Spells

Spell Atk (+5)
Save DC (13)

Spells or Spell Slots per Day

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

Spells Known/Prepared

1st Level: *crusader's strike, divine favor, healing word*

Minor Spells

You know the *death ward* orison, and you can use it at will.

PLAYTEST

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RACIAL FEATURES

Dwarven Resilience

You are immune to poison.

Low-Light Vision

If there is no light within 30 feet of you, you treat shadows in that radius as normal light, and you treat darkness in that radius as shadows.

Speed

You do not suffer a speed penalty for being encumbered or for wearing heavy armor.

Stonecunning

While underground, you always know your approximate depth and how to retrace your path. You can identify the age of visible stonework and the culture responsible for its construction.

CLASS FEATURES

Channel Divinity

You can use any of your Channel Divinity options a total of three 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 *crusader's strike, divine favor,* and *healing word.* 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 or other magical ability, you use your Wisdom modifier for the attack roll and damage roll. You gain an additional +2 bonus to the attack rolls of spells and magical abilities you use.

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 all armors, and you can use all basic weapons, the warhammer, and simple missile weapons.

BACKGROUND FEATURE

Knight's Station

When you are in a location where nobility or other groups could recognize your station as a knight, you can receive accommodations and food for free for yourself and your adventuring companions for the duration of your stay.

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 have the *command* spell prepared. You gain the Divine Smite use of Channel Divinity.

Divine Smite: Once on your turn, you can expend a use of Channel Divinity when you hit with an attack. You deal an extra 1d10 holy damage with that attack.

Level 3 (6,000 XP)

Increase your total Hit Dice to 3d8. Increase your maximum hit points to 25. You have the spells *battle psalm, command,* and *hold person* prepared. You gain the Hold the Line feat as part of the Guardian background.

Hold the Line: You can use your shield to stop oncoming enemies in their tracks.

Benefit: When a creature of your size or smaller enters your reach, as a reaction you can cause the creature to lose the rest of its movement this turn.

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PLAYTEST NOTES

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