CHARACTER NAME

RACE	LEVEL & CLASS	BACKGROUND
High Elf	3rd-Level Cleric (Knowledge Domain)	Acolyte

SIZE	DESCRIPTION	PLAYER
Medium		

STRENGTH +2 (14)

DEXTERITY +1 (13)

CONSTITUTION +0 (10)

INTELLIGENCE +2 (14)

WISDOM +3 (16)

CHARISMA -1 (8)

+2 PROFICIENCY BONUS

- ○ ___ Strength
- ○ ___ Dexterity
- ○ ___ Constitution
- ○ ___ Intelligence
- ◉ +5 Wisdom
- ◉ +1 Charisma

SAVING THROWS

- ○ ___ Acrobatics (Dex)
- ○ ___ Animal Handling (Wis)
- ◉ +6* Arcana (Int)
- ○ ___ Athletics (Str)
- ○ ___ Deception (Cha)
- ◉ +4 History (Int)
- ◉ +5 Insight (Wis)
- ○ ___ Intimidation (Cha)
- ○ ___ Investigation (Int)
- ◉ +5 Medicine (Wis)
- ○ ___ Nature (Int)
- ◉ +5 Perception (Wis)
- ○ ___ Performance (Cha)
- ○ ___ Persuasion (Cha)
- ◉ +6* Religion (Int)
- ○ ___ Sleight of Hand (Dex)
- ○ ___ Stealth (Dex) : DISADV.
- ○ ___ Survival (Wis)

*KNOWLEDGE DOMAIN SKILLS

SKILLS

15 PASSIVE WISDOM (PERCEPTION)

16/18 ARMOR CLASS

+1 INITIATIVE

30 FT SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3D8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+4	1D6+2 bludgeoning
Light Crossbow [1]	+4	1D8+2 piercing
Fire Bolt [2]	+5	1D10 fire
Spellcasting [3]	+5	spell save DC 13

[1] You can fire your Light Crossbow 80 ft., or up to 320 ft. with disadvantage on the attack roll. Firing it requires both hands.

[2] You aim your Fire Bolt up to 120 ft away.

[3] The spells you can cast are listed on the back of this sheet.

Spell Slots

(1st) (1st) (1st) (1st) (2nd) (2nd)

ATTACKS & SPELLCASTING

As a High Elf, your patience and stoicism has lead you to follow in the path of a deity who reveres knowledge and rewards its pursuit. Your loremastery and healing magic lends aid to both your companions and those in need.

Darkvision

You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can see only shades of gray in darkness.

Fey Ancestry

You have advantage on saving throws vs. being charmed and magic can't put you to sleep.

Ritual Casting

Spells marked "ritual" can be cast by conducting a 10 minute ritual instead of using spell slots.

Channel Divinity (1/short or long rest)

You channel divine energy through you to do one of the following:

- **Turn Undead (Action)**

  Each Undead within 30 ft. that fails a DC 13 Wisdom save is turned for 1 minunte (or until it takes damage).

  Turned undead must move a min. of 30 ft. away from you, can only Dash or Dodge, and cannot take reactions.

- **Knowledge of the Ages (Action)**

  You gain proficiency with one skill or tool for 10 minutes.

Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity.

You and your companions can expect to receive free healing and care at a temple, shrine or other place of your faith, though you must provide any needed material spell components.

Those who share your religioin will support you at a modest lifestyle.

(See PHB 127 for full description.)

FEATURES & TRAITS

Proficiencies. Light armour, medium armour, shields; simple weapons; longsword, shortsword, longbow, shortbow.

Languages. Common, Elvish, Sylvan, Draconic, Orcish

OTHER PROFICIENCIES & LANGUAGES

Acolyte's Gear
- Holy Symbol: _____
- Common clothes
- Vestments and Prayer Book
- Sticks of incense x 5

Cleric's Gear
- Mace
- Scalemail (disadvantage on stealth)
- Shield (AC +2)
- Light crossbow, bolts { □□□□□□□□□□□□□□□□□□□□

Explorer's Pack
- Bedroll
- Mess kit
- Tinderbox
- Torches x 10
- Rations x 10 days' worth
- 50 ft. of rope

Wealth
- 15 gold pieces

EQUIPMENT

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Pre-generated character sheet prepared by joe.nittoly.ca

Cantrips

Fire Bolt (bonus wizard cantrip)

Evocation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Make a ranged spell attack (+5) against one target, inflicting 1d10 fire damage on a hit. A flammable object ignites if it isn't being worn or carried.

Sacred Flame

Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Divine flames descend upon a target within sight, which must pass a DC 13 Dexterity save or take 1d8 radiant damage.

Spare the Dying

Necromancy cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A dying creature with 0 hit points becomes stable.

Light

Evocation cantrip
Casting Time: 1 action
Range: Touch
Components: V, M
Duration: 1 hour

An object of your choice casts bright light in a 20-foot radius and dim light for an additional 20 feet. The spell is dismissed as an action.

If you target an object possessed by a hostile creature, it resists the spell by passing a DC 13 Dexterity saving throw.

Spells

Cure Wounds

1st-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You restore 1d8+3 hit points to a wounded creature.

If cast with a 2nd-level slot, you restore 2d8+3 hit points.

Healing Word

1st-level evocation
Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

You restore 1d4+3 hit poitns to a wounded creature you can see.

If cast with a 2nd-level slot, you restore 2d4+3 hit points.

Detect Magic

1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You sense magic within 30 ft. While doing so, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Aid

2nd-level abjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: 8 hours

Up to three creatures gain 5 additional hit points for the duration.

Hold Person

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

A humanoid target must pass a DC 13 Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the target can repeat the saving throw, ending the spell on a success.

Prayer of Healing

2nd-level evocation
Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures of your choice regain 2d8+3 hit points.

Domain Spells

Command

1st-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You command creature you can see. The target must pass a DC 13 Wisdom save or follow the command on its next turn.

The spell has no effect on undead or creatures that can't understand you, or if the command would harm the target.

Some typical commands include:

- Approach. The target moves toward you, ending its turn once it's within 5 ft.
- Drop. The target drops whatever it's holding and ends its turn.
- Flee. The target spends its turn moving away by the fastest available means.
- Grovel. The target falls prone and then ends its turn.
- Halt. The target doesn't move and takes no actions.

If cast with a 2nd-level slot, you can command one additional target that is within 30 ft. of the first.

Identify

1st-level divination (ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M
Duration: Instantaneous

While touching an object, you learn:

- its magical properties and how to use them, if attunement is required, how many charges it has, and so on.
- whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which one.
- If you instead touch a creature, you learn what spells are affecting it.

Augury

2nd-level divination (ritual)
Casting Time: 1 minute
Range: Self
Components: V, S, M
Duration: Instantaneous

With a divination ritual, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. (See PHB 215 for full description.)

Suggestion

2nd-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, M
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. (See PHB 279 for full description.)