

CLERIC

LEVEL 1 CHARACTER PROFILE



Name

Species: Human-Orc

Age: 19 years

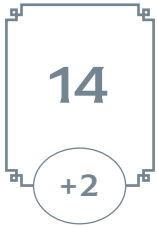
Background: Acolyte

Lawful Good: Truth, order and justice bring joy and harmony.

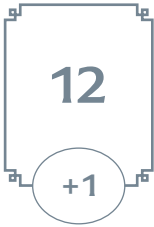
“*Belief and dedication can help us overcome whatever obstacles we encounter in life.*”

Character Stats

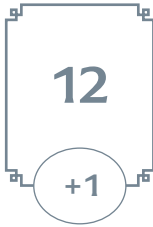
Strength



Dexterity



Constitution



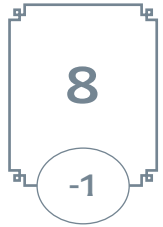
Intelligence



Wisdom



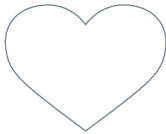
Charisma



Total HP



Current HP



Armour Class



Speed



Initiative



Hit Die: d8

Total: 1

Used:



Proficiency Bonus

Inspiration:



STR



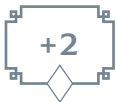
DEX



CON



INT



WIS



CHA



Saving Throws

Passive Perception (WIS)

15

Passive Investigation (INT)

12

Passive Insight (WIS)

15

Darkvision

60 ft

Advantage:
Resistance:

Death Saving Throws



Character Skills

Prof.	Mod.	Skill	Bonus
◇	DEX	Acrobatics	+1
◇	WIS	Animal Handling	+3
◇	INT	Arcana	+2
◇	STR	Athletics	+2
◇	CHA	Deception	-1
◆	INT	History	+4
◆	WIS	Insight	+5
◇	CHA	Intimidation	-1
◇	INT	Investigation	+2
◆	WIS	Medicine	+5
◇	INT	Nature	+2
◆	WIS	Perception	+5
◇	CHA	Performance	-1
◇	CHA	Persuasion	-1
◆	INT	Religion	+4
◇	DEX	Sleight of Hand	+1
◇	DEX	Stealth	+1
◇	WIS	Survival	+3
◇	_____	_____	_____
◇	_____	_____	_____
◇	_____	_____	_____
◇	_____	_____	_____

Proficiencies

Weapons:

Simple weapons.

Armour:

Light armour, medium armour, heavy armour, shields.

Tools:

Other:

Languages

You can speak, read and write **Common**, **Elvish**, **Gnomish** and **Orc**.

Personality

I have limited practical or worldly experience, as I rarely left my temple growing up. It takes a lot to deter my optimistic attitude.

Ideals

Faith. I trust that my deity will provide for me and protect me when the path ahead is hard.

Bonds

I will put my life on the line to defend the temple where I served, and the people who worship there.

Flaws

Growing up within the hierarchy of my temple, I trust those in power, often without thinking for myself.

Action List

- ## Weapon Attacks

Notes

Spellcasting: Your character can cast spells. You can find a list of the

Class Features

Spellcasting: You can cast prepared Cleric spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5). You use a holy symbol as a spellcasting focus.

Preparing Spells: Cantrips and Domain spells are always prepared. At the start of each day, choose 4 (WIS modifier + Cleric level) additional spells to prepare.

Divine Domain: Life Domain

Bonus Proficiency: You gain proficiency with heavy armour.

Disciple of Life: Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

Domain Spells: Your Domain spells are always prepared, and don't count against the number of spells you can prepare each day. These spells are already included in your spell tracker at the back of the booklet, and are noted with a ☆ symbol.

Species and Background

Ability Score Increase: Your Wisdom score increased by 2, and your Strength score increased by 1.

Age: Human-Orcs mature faster than humans, reaching adulthood at age 14. They rarely live longer than 75 years.

Size: Your size is Medium.

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Hefty Attacks: When you roll a critical hit, roll one of the weapon's dice one additional time and add it to the extra damage.

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 adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. While near your temple, you can call upon the priests for assistance, provided you remain in good standing with your temple.

people, it is traditional to experience life beyond our community.

Physical Appearance



Notable Relationships

Elaine: My mother is a cleric and specialist in midwifery. She always encourages me to look for positives in difficult situations.

Notes

- The scale mail I wear once belonged to my temple's high priest.

Outstanding Debts

[illegible]

Currency



Platinum



Gold



Electrum



Silver



Copper

Coin Type	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1000	100	20	10	1

Equipment

Name	Quantity	Weight
Scale mail	1	45 lb
Shield	1	6 lb
Quarterstaff	1	4 lb
Commoner's clothes	1	3 lb
Reliquary	1	2 lb
Alms box	1	0.5 lb
Vestments	1	1 lb
Holy symbol	1	0.5 lb
Blanket	1	3 lb
Candle	20	0.5 lb
Rations (1 day)	2	4 lb
Tinderbox	1	1 lb

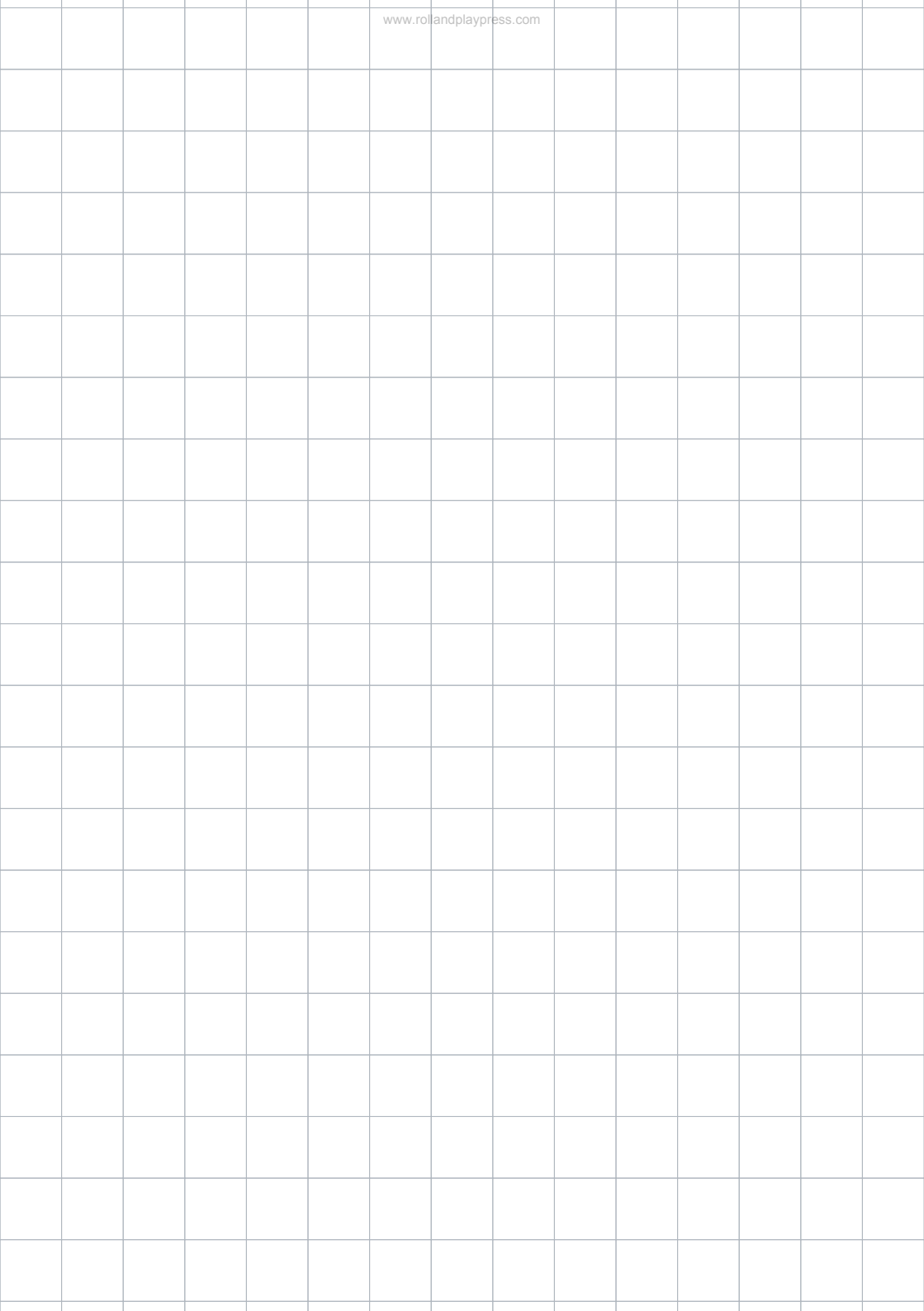
Equipment

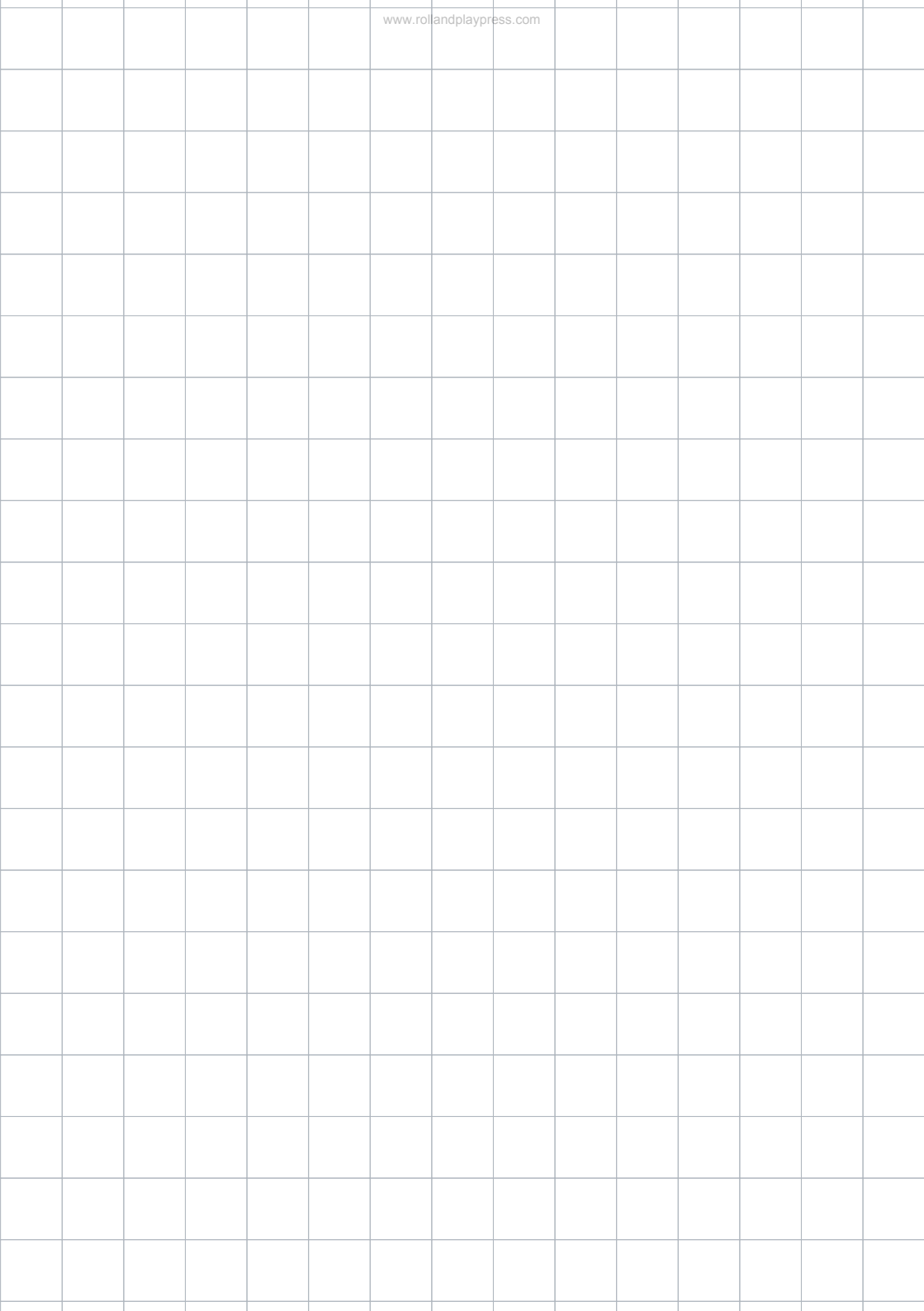
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Ammo Counter



Attuned Items





Spell Slots

Lv	Slots	Remaining	Lv	Slots	Remaining
0	Cantrips		2	0	
			4	0	

Prep Spell Name

● Guidance

● Spare the Dying

● Sacred Flame

○ _____

○ _____

○ _____

○ _____

○ _____

Lv Slots Remaining

1	2	
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Prep Spell Name

○ _____

○ _____

○ _____

○ _____

○ _____

○ _____

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○ _____

○ _____

Lv Slots Remaining

3	0	
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Prep Spell Name

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○ _____

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○ _____

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○ _____

○ _____

Lv Slots Remaining

5	0	
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Prep Spell Name

★ Bless

○ Command

★ Cure Wounds

○ Create or Destroy Water

○ Detect Evil and Good

○ Detect Magic

○ Healing Word

○ Inflict Wounds

○ Purify Food and Drink

○ Shield of Faith

Prep Spell Name

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Prep Spell Name

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○ _____

Preparing Spells: Cantrips and Domain spells are always prepared. At the start of each day, choose 4 (WIS modifier + Cleric level) additional spells to prepare. Domain spells are noted with a ☆ symbol.

Spell Slots

Lv Slots Remaining

6	0	
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Prep Spell Name

⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____

Lv Slots Remaining

7	0	
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Prep Spell Name

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⬡	_____
⬡	_____
⬡	_____
⬡	_____

Lv Slots Remaining

8	0	
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Prep Spell Name

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⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____

Lv Slots Remaining

9	0	
---	---	--

Prep Spell Name

⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____
⬡	_____

Spell Ability Mod.

WISDOM

Spell Save DC

13

8 + Proficiency Bonus
+ WIS modifier

Spell Attack

+5

Proficiency Bonus
+ WIS modifier

Exhaustion

1 ⬡

Disadvantage on
all ability checks

2 ⬡

Movement speed
reduced by half

3 ⬡

Disadvantage on
attack rolls and
saving throws

4 ⬡

Hit point maximum
reduced by half

5 ⬡

Movement speed
reduced to zero

6 ⬡

Death

Experience

Level

Current Experience

Experience Needed



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The team would also like to thank Karenza Sparks for design assistance,
Anna-Selina Sander and Carolin Noack for production assistance,
and Ian Vuyk for editorial contributions.

Pre-Generated Character: Cleric (Level 1) was first published
in the UK in 2023 by Roll & Play Press.

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