

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

14

+2

12

+1

12

+1

14

+2

16

+3

8

-1

Total HP

Current HP

Armour Class

Speed

Initiative

9

17

30 ft

+1

Hit Die: d8 Total: 1 Used:

+2 Proficiency Bonus

Inspiration: 

| | | |
|-----------|-----------|-----------|
| STR +2 | DEX +1 | CON +1 |
| INT +2 | WIS +5 | CHA +1 |

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.

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.

Backstory

My parents are both members of the same religious order, and I grew up watching them tend to the spiritual needs of our community. While both of my parents made it clear to me that my path was mine to choose, I am dedicated to following in their footsteps and serving both my deity and my fellow citizens. My youth has been spent building my connection with the divine. However, before I can take on a greater leadership role amongst my

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

As I step out into the wider world, I have trepidations about what I will discover. I suspect I have been kept sheltered and naive to the issues facing those in this realm. I hope to learn from both the good and the not-so-good on my journey, so I can take these lessons back to my people, and guide them towards a better future.

Physical Appearance



Age: 19 ♦ Height: 6 ft ♦ Weight: 190 lb

- My crozier was a gift from my father and can be used as a quarterstaff.

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

Notable Relationships

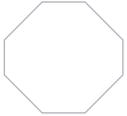
Hestla: My father and clerical mentor. He is protective, but accepted I must go on this journey of discovery.

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

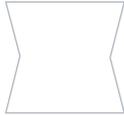
Temple of Life: Others who worship my deity and hold similar beliefs are likely to be allies in times of need.

Notes

Currency



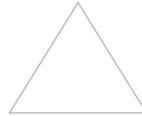
Platinum



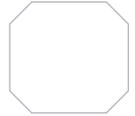
Gold



Electrum



Silver



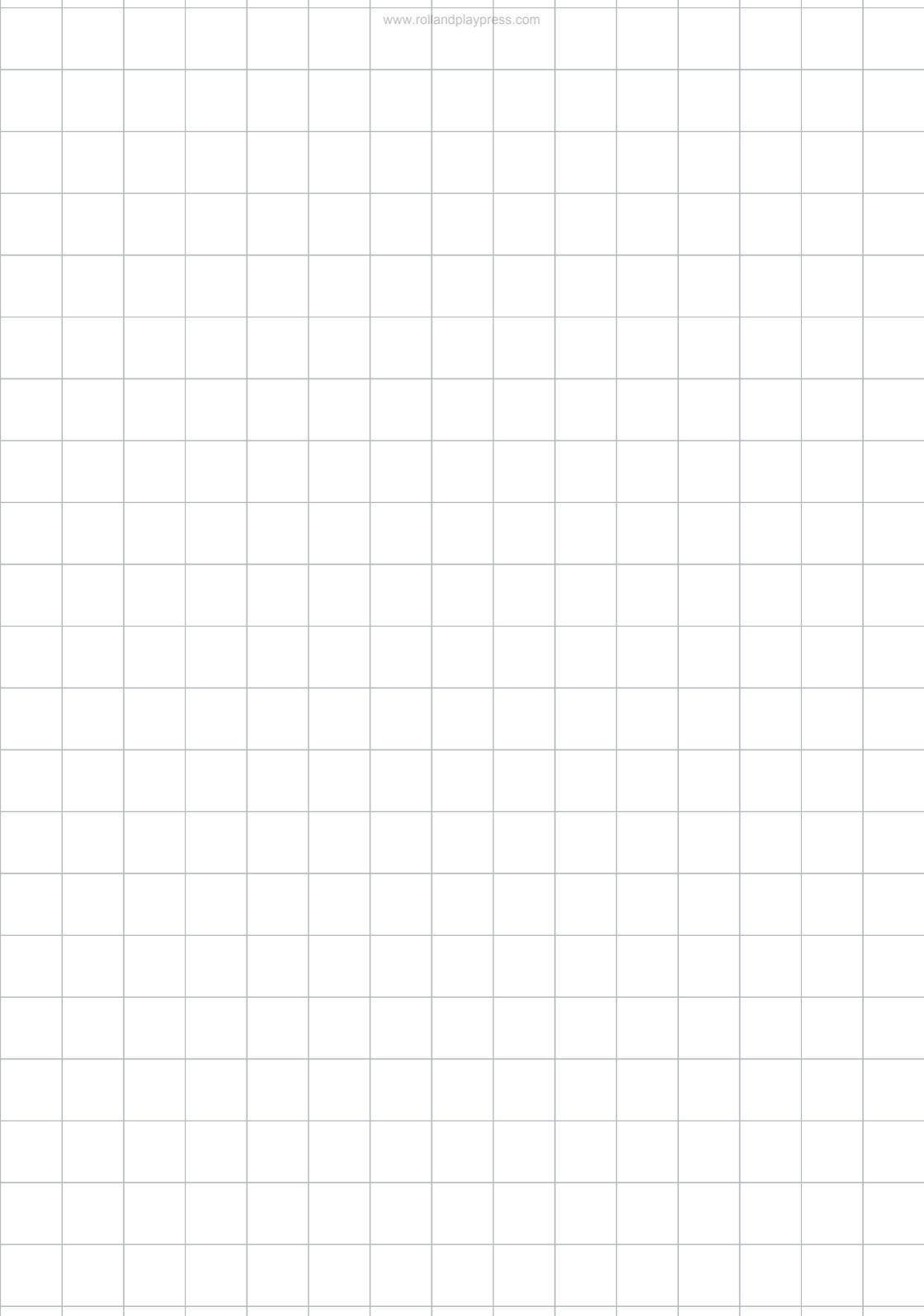
Copper

| 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 |





Spell Slots

| | |
|---|----------|
| 0 | Cantrips |
|---|----------|

| Lv | Slots | Remaining |
|----|-------|-----------|
| 2 | 0 | |

| Lv | Slots | Remaining |
|----|-------|-----------|
| 4 | 0 | |

| Prep | Spell Name |
|------|------------------------------|
| ◆ | <u>Guidance</u> _____ |
| ◆ | <u>Spare the Dying</u> _____ |
| ◆ | <u>Sacred Flame</u> _____ |
| ○ | _____ |
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| Lv | Slots | Remaining |
|----|-------|-----------|
| 1 | 2 | |

| Lv | Slots | Remaining |
|----|-------|-----------|
| 3 | 0 | |

| Lv | Slots | Remaining |
|----|-------|-----------|
| 5 | 0 | |

| Prep | Spell Name |
|------|--------------------------------------|
| ☆ | <u>Bless</u> _____ |
| ○ | <u>Command</u> _____ |
| ☆ | <u>Cure Wounds</u> _____ |
| ○ | <u>Create or Destroy Water</u> _____ |
| ○ | <u>Detect Evil and Good</u> _____ |
| ○ | <u>Detect Magic</u> _____ |
| ○ | <u>Healing Word</u> _____ |
| ○ | <u>Inflict Wounds</u> _____ |
| ○ | <u>Purify Food and Drink</u> _____ |
| ○ | <u>Shield of Faith</u> _____ |

| 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 | |

| Lv | Slots | Remaining |
|----|-------|-----------|
| 8 | 0 | |

| Prep | Spell Name |
|------|------------|
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| Lv | Slots | Remaining |
|----|-------|-----------|
| 7 | 0 | |

| Lv | Slots | Remaining |
|----|-------|-----------|
| 9 | 0 | |

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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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