

Cleric
CLASS

1st
LEVEL

Soldier
BACKGROUND

Hill Dwarf
RACE

Medium
SIZE

Lawful Good
ALIGNMENT

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

+2 PROFICIENCY BONUS

+2 Strength

-1 Dexterity

+2 Constitution

+0 Intelligence

+5 Wisdom

+3 Charisma

SAVING THROWS

-1 Acrobatics (Dex)

+3 Animal Handling (Wis)

+0 Arcana (Int)

+4 Athletics (Str)

+1 Deception (Cha)

+0 History (Int)

+3 Insight (Wis)

+3 Intimidation (Cha)

+0 Investigation (Int)

+5 Medicine (Wis)

+0 Nature (Int)

+3 Perception (Wis)

+1 Performance (Cha)

+1 Persuasion (Cha)

+2 Religion (Int)

-1 Sleight of Hand (Dex)

-1* Stealth (Dex)

+3 Survival (Wis)

*See your equipment.

SKILLS

18
ARMOR CLASS

-1
INITIATIVE

25 feet
SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

Total 1d8
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

- ◆ Chain mail*
- ◆ Shield
- ◆ Mace
- ◆ Handaxe
- ◆ Holy symbol
- ◆ Backpack
- ◆ Bedroll
- ◆ Mess kit
- ◆ Tinderbox
- ◆ 10 torches
- ◆ 10 days of rations
- ◆ Waterskin
- ◆ 50 feet of hempen rope
- ◆ Insignia of rank
- ◆ Broken blade taken as a trophy from a fallen enemy
- ◆ Set of bone dice
- ◆ Set of common clothes
- ◆ Pouch

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

13 PASSIVE WISDOM (PERCEPTION)

CP

SP

EP

GP 10

PP

COINS

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with all armor, shields, simple weapons, battleaxes, and warhammers.

LANGUAGES

You can speak, read, and write Common, Dwarvish, Elvish, and Goblin.

ATTACKS

You start with the following weapons, which you can use to make attacks.

Mace. In melee (against a target within 5 feet of you), you can attack with your mace. Roll **1d20 + 4** to see if you hit. If you do, the target takes **1d6 + 2 bludgeoning damage**.

Handaxe. In melee (against a target within 5 feet of you), you can attack with a handaxe. You can also throw a handaxe at a target up to 20 feet away, or up to 60 feet away with disadvantage on the attack roll. In either case, roll **1d20 + 4** to see if you hit. If you do, the target takes **1d6 + 2 slashing damage**.

CLERIC

As a cleric, you wield magic given by a god. You revere the deity Marthammor Duin, who watches over travelers and outcasts.

The cleric class gives you the following features.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain is Life. This domain gives you features elsewhere on the character sheet.

Prepared Spells. Each time you finish a long rest, you can prepare four 1st-level spells to make them available for you to cast, choosing from the 1st-level spells listed on the back of this sheet. In addition to those four, you always have these two spells prepared, thanks to the Life Domain: *bless* and *cure wounds*.

Write your prepared spells here:

<i>bless</i>	<i>cure wounds</i>
_____	_____
_____	_____
_____	_____
_____	_____

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells. You can use them to cast two different spells or to cast the same spell twice. You regain your expended spell slots when you finish a long rest.

You can keep track of your expended spell slots by checking them off in the Spellcasting table on this sheet's other side, where each spell slot is represented by a checkbox.

Cantrips. You know a few cantrips, which are spells you cast without expending spell slots. You know the following cantrips, each of which is detailed in the rulebook:

- light*
- thaumaturgy*
- sacred flame*

Spell Attacks and Saving Throws. When a creature makes a saving throw to resist one of your spells, the DC of the saving throw is **13**. When you make a spell attack, you roll **1d20 + 5** to see if you hit. These numbers are based on your spellcasting ability, which is Wisdom.

Spell save DC = 13
Spell attack roll = 1d20 + 5

Continued on back

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared. The rulebook explains rituals.

Disciple of Life. Thanks to the Life Domain, your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

HILL DWARF

Dwarves are solid and hardy like the stone they are said to be created from, weathering the centuries with endurance. As a hill dwarf, you have the following traits.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness in that radius as if it were dim light. You discern colors in that darkness only as shades of gray.

Dwarven Resilience. You have resistance to poison damage, and you have advantage on saving throws you make to avoid or end the poisoned condition on yourself.

Stonemasonry. When you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus (so you roll a d20 + 4 for the check).

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included in your hit points).

Heavy Armor. Your speed is not reduced by wearing heavy armor.

YOUR SOLDIER BACKGROUND

You trained as a soldier on the island of Mintarn and joined a mercenary company. You traveled to the city of Neverwinter with your company to serve in both the army and city watch. Over time, you grew disillusioned with many of your fellow soldiers. They seemed to enjoy their authority at the expense of the people they're supposed to protect.

Your background shaped your character in important ways. You learned several languages in the course of your military career (shown in "Languages" above). Your skill proficiencies in Athletics and Intimidation reflect your physical training and an ability to overawe foes.

Recently you've had dreams of a shadow creeping across the sea like a shroud, swallowing an island in darkness. Though you dismissed the dreams at first, you began to hear a voice calling you to stand against death's endless hunger. Certain of your deity's wishes, you resigned your post and set out on your quest.

Personal Goal: Banish a Shadow of Death. Researching images from your dreams pointed you to Stormwreck Isle, not far from Neverwinter. A remote cloister there holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. Someone at the cloister may hold the key to the impending doom your deity wishes you to avert.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what the character looks like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character other physical characteristics, such as a scar, a limp, spectacles, or a tattoo.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d8), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add 1d8 + 3 to your hit point maximum (this includes the benefit of Dwarven Toughness).

SPELLCASTING ADVANCEMENT

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting table. You also gain more spell slots.

SPELLCASTING

Cleric Level	Prepared Spells	1st-Level Slots	2nd-Level Slots
1st	4	□□	—
2nd	5	□□□	—
3rd	6	□□□□	□□

2ND-LEVEL FEATURES

Channel Divinity. You can channel divine magic from your deity, fueling one of two effects: Turn Undead or Preserve Life. When you use Channel Divinity, choose which of these effects to create; you must then finish a short or long rest to use Channel Divinity again:

Turn Undead. As an action, you present your holy symbol, and each Undead that can see or hear you within 30 feet of you must succeed on a DC 13 Wisdom saving throw or be turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. As an action, you present your holy symbol and choose one or more creatures within 30 feet of yourself to heal, then distribute up to 10 hit points among them. This feature can restore a creature to no more than half of its hit point maximum.

3RD-LEVEL FEATURES

Spells. You can now prepare and cast 2nd-level spells. In addition to the spells you choose to prepare, you always have two extra spells prepared: *lesser restoration* and *spiritual weapon*.

Preserve Life. When you use Preserve Life, you can now distribute up to 15 hit points.

CLERIC SPELL LIST

1st-Level Spells

Bless
Command
Cure wounds
Detect magic (ritual)
Guiding bolt
Healing word
Protection from evil and good
Sanctuary
Shield of faith

2nd-Level Spells

Hold person
Lesser restoration
Spiritual weapon



SHAWN WOOD