



FRAKTAL LIMITED

Dustin Henderson	Neutral Good	
PLAYER NAME	ALIGNMENT	
Farmer	Cleric	1
BACKGROUND	CLASS	LEVEL
Dwarf	—	
SPECIES	SUBCLASS	

SIZE	Medium
INITIATIVE	-1
SPEED	30 Feet
PROFICIENCY BONUS	+2

ARMOR CLASS

16

+2 SHIELD

HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	12	SUCCESSSES
CURRENT	MAX	○○○
		FAILURES
		1d8
		MAX

WEAPON ATTACKS

NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Battleaxe	+5	1d8 + 3 Slashing	Versatile (1d10)
Mace	+5	1d6 + 3 Bludgeoning	—

FEATS

TOUGH

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

CLASS FEATURES

SPELLCASTING

You have learned to cast spells through prayer and meditation. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Cleric spells.

Cantrips. You know three Cleric cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table.

Spell Slots. You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1. To prepare the spells that are available for you to cast with this feature, take the Spell Cards that match the level 1 spells listed on your Cantrips & Prepared Spells table.

Spellcasting Focus. You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

Spellcasting Ability. Wisdom is your spellcasting ability for your Cleric spells.

DIVINE ORDER: PROTECTOR

You have dedicated yourself to the sacred role of protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor (included in Equipment Training & Proficiencies).

SPECIES TRAITS

As a Dwarf, you have these special traits.

Darkvision. You have Darkvision with a range of 120 feet.

Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Dwarven Toughness. Your Hit Point maximum increases by 1 (included in Hit Points), and it increases by 1 again whenever you gain a level.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action twice, and you regain all expended uses when you finish a Long Rest.

STRENGTH

+3

MODIFIER

16 SCORE

+3 SAVING THROW

+3 ATHLETICS

INTELLIGENCE

+0

MODIFIER

10 SCORE

+0 SAVING THROW

+0 ARCANA

+0 HISTORY

+0 INVESTIGATION

+2 NATURE

+0 RELIGION

DEXTERITY

-1

MODIFIER

8 SCORE

-1 SAVING THROW

-1 ACROBATICS

-1 SLEIGHT OF HAND

-1 STEALTH

WISDOM

+3

MODIFIER

16 SCORE

+5 SAVING THROW

+5 ANIMAL HANDLING

+5 INSIGHT

+5 MEDICINE

+3 PERCEPTION

+3 SURVIVAL

CONSTITUTION

+1

MODIFIER

13 SCORE

+1 SAVING THROW

CHARISMA

+1

MODIFIER

12 SCORE

+3 SAVING THROW

+1 DECEPTION

+1 INTIMIDATION

+1 PERFORMANCE

+1 PERSUASION

HEROIC INSPIRATION

○

LANGUAGES

Common, Dwarvish, Goblin

SPELLCASTING ABILITY: WISDOM	
Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

GOLD	
Starting	Current
22 GP	

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

- Chain Mail Mace
- Battleaxe Shield

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

- Backpack.** A Backpack holds up to 30 pounds within 1 cubic foot.
- Healer's Kit.** A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.
- Holy Symbol.** Your Holy Symbol takes the form of an emblem borne on a belt.
- Holy Water.** When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a fiend or an Undead.
- Lamp.** A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.
- Rations (7 Days' Worth).** Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.
- Robe.** A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.
- Tinderbox.** A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

SPELL SLOTS	
Total	Expended
Level 1	2

CANTRIPS & PREPARED SPELLS	
Level	Name
0	Guidance
0	Sacred Flame
0	Spare the Dying
1	Bless
1	Cure Wounds
1	Guiding Bolt
1	Shield of Faith

EQUIPMENT TRAINING & PROFICIENCIES	
ARMOR TRAINING	Light Medium Heavy Shields
PROFICIENCIES	Simple and Martial weapons

Magic Item Attunement