



DUNGEONS & DRAGONS®

Lyan Amaranthia

CHARACTER NAME

Cleric 1

Class & Level

Wood elf

Race

Soldier

Background

Neutral good

Alignment

Beth

Player Name

Experience Points

Once abandoned yourself, you would never abandon someone who needs your help.

Personality Traits

I believe in my heart that I am meant for great things.

Ideals

All life is precious and should be preserved. (Especially horses.)

Bond

I have blind faith in nigh-omnipotent Father Figures.

Flaws

STRENGTH
+2
14

DEXTERITY
0
10

CONSTITUTION
+1
13

INTELLIGENCE
+0
10

WISDOM
+3
16

CHARISMA
+1
12

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

- +2 Strength
- 1 Dexterity
- +2 Constitution
- +0 Intelligence
- +5 Wisdom
- +3 Charisma

SKILLS

- +0 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)
- +0 Sleight of Hand (Dex)
- +0* Stealth (Dex)
- +3 Survival (Wis)

*See your equipment

18 ARMOR CLASS

0 INITIATIVE

35 FEET SPEED

Hit Point Maximum **9**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Disciple of Life. 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.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fleet of Foot. Your base walking speed is 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Fey Ancestry. You have advantage on saving throws against being charmed. Magic can't put you to sleep.

Mercenary Sergeant. You retain the rank of sergeant from your career as a soldier. Lower-ranking soldiers loyal to your military organization defer to you. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments where your rank is recognized.

FEATURES & TRAITS

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+4	1d6 + 2 bludgeoning

Cantrips. You know *light*, *sacred flame*, and *thaumaturgy*, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: *bless* and *cure wounds*.

ATTACKS & SPELLCASTING

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, all simple weapons, longsword, shortsword, longbow, shortbow, playing cards, vehicles (land)

Languages. Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

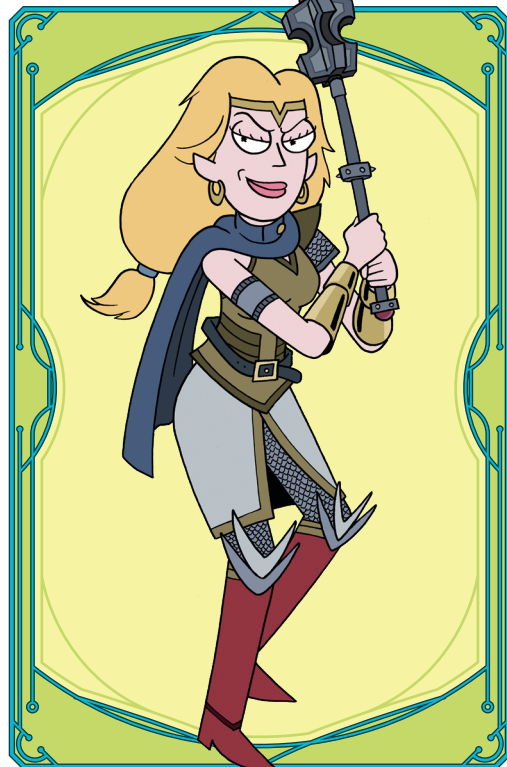
GP **10**

PP

Chain mail,* shield, holy symbol, mace, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

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

EQUIPMENT



ELF

Elves are people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry.

Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

CLERIC

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good. Your god, Angharradh, is the triune goddess of wisdom and the fierce mother-protector of the elf people. Her three aspects are: Aerdrie Faenya, wild goddess of the weather; Hanali Celanil, goddess of love, beauty, and art; and Sehanine Moonbow, goddess of all life's mysteries.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 1 to your hit point maximum.

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 Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

Level	Prepared Spells	—Spell Slots per Spell Level—		
		1st	2nd	3rd
2nd	5	3	—	—
3rd	6	5	2	—
4th	8	4	3	—
5th	9	4	3	2

2ND LEVEL: 300 XP

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you to use an action and present your holy symbol. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 13). If the creature fails its saving throw, it is 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 move to 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. When you use Preserve Life, choose one or more creatures within 30 feet of you 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. You can't use this feature on an undead or construct. At 3rd level, you can distribute 15 hit points, at 4th level 20, and at 5th level 25.

3RD LEVEL: 900 XP

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

4TH LEVEL: 2,700 XP

Spells. You learn one more cleric cantrip of your choice.

Ability Score Improvement. Your Wisdom increases to 18, which has the following effects:

- Your Wisdom modifier becomes +4.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.