



Dwarf Cleric

Level 5 Player Character (Acolyte Background)

AC	Hit Points	Hit Dice	Prof. Bonus		
16	30	5d8	+3		
Ability Scores					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	8 (-1)	18 (+4)	12 (+1)
Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	-1	+7	+4
Skill Proficiencies					
Insight +7		Persuasion +4			
Medicine +7		Religion +2			
Other Proficiencies					
All Armor		Simple Weapons			
Shields		Smith's Tools			
Equipment					
Chainmail with Pauldrons†		Priest's Pack			
Common Clothes		Sticks of Incense (5)			
Holy Symbol†		Warhammer†			
Prayer Book		15 Gold Pieces (in pouch)			
Favorite Attack					

†These items are represented by LEGO® pieces.

Warhammer. *Melee Weapon Attack:* 1d20 + 5, reach 5 ft., one target. *Hit:* 1d8 + 2 bludgeoning damage, or 1d10 + 2 bludgeoning damage when used with two hands.

Spells

Spell Attack Roll

1d20 + 7

Spell Save DC

15

Cantrips Known: 4

Light—Cause an object you touch to shed bright light.

Resistance—Improve a creature's defense.

Sacred Flame—Burn a creature with holy fire.

Thaumaturgy—Create a harmless, minor magical effect.

1st-Level Spell Slots: 4 □□□□

Bless—Improve the offense and defense of multiple creatures.

Command—Compel a creature to obey a simple order.

Cure Wounds—Use divine magic to heal a creature's wounds.

Detect Evil and Good—Know if good or evil creatures are close.

Detect Magic—Discern magical auras in your vicinity.

2nd-Level Spell Slots: 3 □□□

Hold Person—Paralyze a Humanoid for the spell's duration.

Lesser Restoration—Rid a creature of a minor baleful effect.

Silence—Render an area completely silent.

Spiritual Weapon—Conjure a spectral weapon that fights for you.

Zone of Truth—Compel creatures in an area to speak only the truth.

3rd-Level Spell Slots: 2 □□

Beacon of Hope—Bestow hope and vitality to creatures around you.

Revivify—Bring a creature that has recently died back to life.

Sending—Relay a secret message to another creature you know.

Spirit Guardians—Call forth spirits to protect you.

Class Features

Channel Divinity (recharges after a long rest): choose either Preserve Life or Turn Undead

Life Domain Feature: Disciple of Life

Life Domain Feature: Destroy Undead

Other Features

Speaks Common, Draconic, Dwarvish, and Gnomish

Speed 25 ft.

Darkvision 60 ft.

Dwarven Resilience

Stonecunning