



FRAKTAL LIMITED

Dustin Henderson	Neutral Good	
PLAYER NAME	ALIGNMENT	
Farmer	Cleric	3
BACKGROUND	CLASS	LEVEL
Dwarf	War Domain	
SPECIES	SUBCLASS	

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

ARMOR CLASS

16

+2 SHIELD

HIT POINTS	HIT DICE	DEATH SAVES
		○○○
	30	SUCCESSES
CURRENT	MAX	○○○
		FAILURES
		3d8
		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.

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.

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 four level 1 spell slots for casting your level 1 spells and two level 2 spell slots for casting your level 2 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 and 2 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).

CHANNEL DIVINITY

You can channel divine energy to fuel magical effects. You have three effect options: Divine Spark, Guided Strike, and Turn Undead. Each time you use Channel Divinity, choose which Channel Divinity effect to create.

You can use Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

If a Channel Divinity effect requires a saving throw, the DC equals your spell save DC (13).

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

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LANGUAGES

Common, Dwarvish, Goblin

CLASS FEATURES

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

Guided Strike. When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

WAR DOMAIN SPELLS

Your connection to this divine domain ensures you always have the following spells ready: *Guiding Bolt*, *Magic Weapon*, *Shield of Faith*, and *Spiritual Weapon* (included on your Cantrips & Prepared Spells table).

WAR PRIEST

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action three times. You regain all expended uses when you finish a Short or Long Rest.

GOLD

Starting	Current
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CANTRIPS & PREPARED SPELLS

Level	Name
0	<i>Guidance</i>
0	<i>Sacred Flame</i>
0	<i>Spare the Dying</i>
1	<i>Bless</i>
1	<i>Cure Wounds</i>
1	<i>Detect Evil and Good</i>
1	<i>Guiding Bolt</i>
1	<i>Healing Word</i>
1	<i>Shield of Faith</i>
2	<i>Aid</i>
2	<i>Lesser Restoration</i>
2	<i>Magic Weapon</i>
2	<i>Spiritual Weapon</i>

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.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS

Total	Expended	Total	Expended
Level 1	4	Level 2	2

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

Magic Item Attunement

◆	_____
◆	_____
◆	_____