

Toerzh

Chaotic Neutral Human Cleric 2

Armor Class 18 (Chain Mail + Shield)

Hit Points 24/24 (8[Starting HP]+8[Rolled HP]+4[CON]+4[Tough])

HD 2d8/2d8

Speed 30 ft.

STR 14 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 13 (+1) **WIS** 17 (+3) **CHA** 10 (+0)

Saving Throws WIS Save +5, CHA Save +2

Feats Tough, Magic Initiate: Wizard

Skills Arcana +3, History +3, Insight +5, Perception +5, Religion +3

Other Proficiencies Simple Weapons, Martial Weapons, Calligrapher's Supplies

Resistances -

Immunities -

Senses passive Perception 15

Background Sage

Languages Common, Elvish, Draconic

XP 300 Proficiency Bonus +2

Equipment Chain Mail, Quarterstaff, Shield, Robe, Calligrapher's Supplies, Reliquary, Backpack, Blanket, Holy Water, 6 Portions of Rations, Tinderbox, Hooded Lantern, 6 Flasks of Oil, Waterskin

Resourceful . You gain Heroic Inspiration whenever you finish a Long Rest.

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

Magic Initiate (Wizard). You gain the following benefits:

- Two Cantrips. You learn two cantrips of your choice from the Druid spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

- **Level 1 Spell.** Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.
- **Spell Change.** Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.
- **Repeatable.** You can take this feat more than once, but you must choose a different spell list each time.

Spellcasting [Cleric]. As a conduit for divine power, you can cast cleric spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Cleric spell list.

Protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor.

Channel Divinity. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels.

Spellcasting. DC 13, +5 to hit

Cantrips (at will): *Bladeward, True Strike, Toll the Dead, Guidance, Thaumaturgy*

1st level (2/2 slots): *False Life, Healing Word, Command, Bless, Detect Magic*

2nd level (## slots): *spell, spell*

3rd level (## slots): *spell, spell*

4th level (## slots): *spell, spell*

5th level (## slots): *spell, spell*

6th level (## slots): *spell, spell*

7th level (## slots): *spell, spell*

8th level (## slots): *spell, spell*

9th level (## slots): *spell, spell*

—ACTIONS—

True strike: Quarterstaff. +5 to hit, 1d6 + 3 [Bludgeoning/Radiant]