

[Barn Jordhelgun]*DND 5e 2014*

Player: OZ

Race: Variant Human *Class:* Cleric (Grave Domain) *lvl* 1

Height: 5' 11" *Weight:* 200 lbs *Hair:* Blond *Skin:* Pale *Eyes:* Green

Armor Class: 13/15 (w/ shield)

Hit Points: 10

HD: 1d8

Speed 30

GP: 19 gp

STR 11 (0) **DEX** 14 (+2) **CON** 14 (+2) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

Saving Throws: **STR** +0 **DEX** +2 **CON** +2 **INT** +1 **WIS** +5 **CHA** +3

Feats: Adept of the Mystic Pillar, Shrine Theurgist

Skills: Insight, Religion, Stealth, Survival, Perception.

Other Proficiencies:

- **Armor:** light armor, medium armor, shields
- **Weapons:** simple weapons

Resistances:

Immunities:

Senses:

Background: Acolyte

Languages: Common, Celestial, Sylvan, and Giant.

XP 0

Proficiency Bonus +2

Equipment:

A spear, leather armor, a holy symbol, a shield, a light crossbow with 20 bolts, a priest's pack (a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, a waterskin), a holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch.

Improvised Healer's Kit

This kit is a leather pouch containing scavenged bandages, salves, and splints. The kit has one use. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Feature or Trait.

Adept of the Mystic Pillar

Prerequisite: Proficiency in Religion

By spending 1 hour of work, you can create a mystic candle. To do so, you must expend rare waxes and magical components worth an amount depending on the candle's rarity:

- 25 gp (common) or 125 gp (uncommon).

In addition, you learn the cantrips, sacred flame and orison of protection.

Shrine Theurgist

Prerequisite: Proficiency in Religion

You have learned mystical and sacred arts at a shrine or other holy location. You gain the following benefits:

- You learn one cantrip from the cleric's spell list. Your spellcasting ability for it is Wisdom.
- You can create sanctified incense by spending 1 hour preparing rare ingredients and praying over them. The value of the sanctified incense equals the value of the base ingredients, which you must obtain through your own means (i.e. purchase, harvesting).
- By performing a 10-minute ritual and burning 25 gp worth of sanctified incense, you can either bless a vial of water, transforming it into holy water, or for 1 hour, whenever you cast guidance, resistance, or sacred flame, you can have it affect 1 additional target.
- When attacking with holy water, you add your proficiency bonus to the attack roll, and you can use Wisdom for the attack and damage rolls instead of Dexterity. If you hit an aberration, elemental, fey, fiend, or undead with holy water, you deal 2d6 radiant damage. This damage increases by 1d6 at 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Level 1: Circle of Mortality

At 1st level, you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die.

In addition, you learn the spare the dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

Level 1: Eyes of the Grave

At 1st level, you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Spellcasting:

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips

Known column of the Cleric table.

Preparing and Casting Spells

The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + Wisdom modifier + Proficiency Bonus

Spell attack modifier = Wisdom modifier + Proficiency Bonus

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your cleric spells

Spell DC 13, +5 to hit

Cantrips (at will): Blade of Death, Spare the Dying, Guidance, Thaumaturgy, Sacred Flame, Orison of Protection, Mending.

1st level (2 slots): Bane, False Life, Guiding Bolt, Healing Word, Cure Wounds, 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—