

## Dwarf Cleric, Level 1 (LoG)

CHARACTER NAME

Cleric 1  
CLASS & LEVEL

PLAYER NAME

Dwarf  
SPECIES

Acolyte  
BACKGROUND

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

8

-1

CONSTITUTION

14

+2

INTELLIGENCE

11

+0

WISDOM

16

+3

CHARISMA

12

+1

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

Saving Throw Modifiers  
Advantage to avoid or end the Poisoned condition

SAVING THROWS

- 1 Acrobatics DEX
- +3 Animal Handling WIS
- +3 Arcana INT
- +2 Athletics STR
- +1 Deception CHA
- +0 History INT
- +5 Insight WIS
- +1 Intimidation CHA
- +0 Investigation INT
- +5 Medicine WIS
- +0 Nature INT
- +3 Perception WIS
- +1 Performance CHA
- +3 Persuasion CHA
- +5 Religion INT
- 1 Sleight of Hand DEX
- 1 Stealth DEX
- +3 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

-1  
INITIATIVE

ARMOR  
14  
CLASS

Resistances - Poison

DEFENSES

HEROIC INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)  
SPEED

Max HP Current HP Temp HP  
11  
HIT POINTS

Total 1d8  
HIT DICE

SUCCESSSES ○○○○  
FAILURES ○○○○  
DEATH SAVES

=== ARMOR ===  
Light Armor, Medium Armor, Shields

=== WEAPONS ===  
Simple Weapons

=== TOOLS ===  
Calligrapher's Supplies

=== LANGUAGES ===  
Common, Dwarvish, Giant

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Stonecunning (Tremorsense) • 2 / Long Rest  
You gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

ACTIONS

13

PASSIVE PERCEPTION

15

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

Darkvision 120 ft.

SENSES

| NAME           | HIT | DAMAGE/TYPE       | NOTES       |
|----------------|-----|-------------------|-------------|
| Mace           | +4  | 1d6+2 Bludgeoning | Simple, Sap |
| Unarmed Strike | +4  | 3 Bludgeoning     |             |
|                |     |                   |             |
|                |     |                   |             |
|                |     |                   |             |
|                |     |                   |             |

WEAPON ATTACKS & CANTRIPS



# D&D BEYOND

## Dwarf Cleric, Level 1 (LoG)

CHARACTER NAME

|               |             |                   |
|---------------|-------------|-------------------|
| Cleric 1      | PLAYER NAME |                   |
| CLASS & LEVEL |             |                   |
| Dwarf         | Acolyte     |                   |
| SPECIES       | BACKGROUND  | EXPERIENCE POINTS |

### === CLERIC FEATURES ===

\* Core Cleric Traits • free-rules 69

\* Spellcasting • free-rules 69

\* Divine Order • free-rules 70

| Thaumaturge •  
You know one extra cantrip from the Cleric spell list. You also have a +3 bonus to your Arcana and Religion checks.

You can use this Bonus Action 2 times per Long Rest.

| Stonecunning (Tremorsense): 2 / Long Rest • 1 Bonus Action

\* Languages • free-rules 37  
Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

### === DWARF SPECIES TRAITS ===

\* Creature Type • free-rules 188  
You are a Humanoid.

\* Size • free-rules 188  
You are Medium.

\* Speed • free-rules 188  
Your speed is 30 ft.

\* Darkvision • free-rules 188  
You have Darkvision with a range of 120 ft.

\* Dwarven Resilience • free-rules 188  
You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

\* Dwarven Toughness • free-rules 188  
Your HP maximum increases by 1.

\* Stonecunning • free-rules 188  
As a Bonus Action, you gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

### === FEATS ===

\* Acolyte Ability Score Improvements • PHB-2024 178

| Increase two scores (+2 / +1) •

\* Magic Initiate (Cleric) • free-rules 201  
Two Cantrips. You learn two cantrips of your choice from the Cleric spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Cleric spell list. 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.

| Wisdom •

### FEATURES & TRAITS

|    | NAME           | QTY                     | WEIGHT | NAME   | QTY                 | WEIGHT     |
|----|----------------|-------------------------|--------|--------|---------------------|------------|
| CP | 0              | Shield                  | 1      | 6 lb.  |                     |            |
|    |                | Chain Shirt             | 1      | 20 lb. |                     |            |
| SP | 0              | Mace                    | 1      | 4 lb.  |                     |            |
|    |                | Backpack                | 1      | 5 lb.  |                     |            |
| EP | 0              | Holy Symbol             | 1      | --     |                     |            |
|    |                | Parchment               | 10     | --     |                     |            |
| GP | 18             | Calligrapher's Supplies | 1      | 5 lb.  |                     |            |
|    |                | Rations                 | 7      | 14 lb. |                     |            |
| PP | 0              | Robe                    | 1      | 4 lb.  |                     |            |
|    |                | Blanket                 | 1      | 3 lb.  |                     |            |
|    | WEIGHT CARRIED | Tinderbox               | 1      | 1 lb.  |                     |            |
|    | 69 lb.         | Book                    | 1      | 5 lb.  | ATTUNED MAGIC ITEMS | QTY WEIGHT |
|    | ENCUMBERED     | Lamp                    | 1      | 1 lb.  |                     |            |
|    | 210 lb.        | Holy Water              | 1      | 1 lb.  |                     |            |
|    | PUSH/DRAG/LIFT |                         |        |        |                     |            |
|    | 420 lb.        |                         |        |        |                     |            |

### EQUIPMENT

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

| PREP SPELL NAME                 | SOURCE                  | SAVE/ATK   | TIME     | RANGE                | COMP  | DURATION                        | PAGE REF       | NOTES                        |
|---------------------------------|-------------------------|------------|----------|----------------------|-------|---------------------------------|----------------|------------------------------|
| === CANTRIPS ===                |                         | (At Will)  |          |                      |       |                                 |                |                              |
| P Sacred Flame                  | Cleric                  | DEX 13     | 1A       | 60 ft.               | V,S   | Instantaneous                   | free-rules 313 | V/S                          |
| P Toll the Dead                 | Cleric                  | WIS 13     | 1A       | 60 ft.               | V,S   | Instantaneous                   | PHB-2024 334   | V/S                          |
| P Word of Radiance              | Cleric                  | CON 13     | 1A       | Self/5 ft. Emanation | V,M   | Instantaneous                   | PHB-2024 343   | 5 ft. Emanation, V/M         |
| P Guidance                      | Magic Initiate (Cleric) | --         | 1A       | Touch                | V,S   | Concentration, up to 1 minute   | free-rules 282 | D: 1m, V/S                   |
| P Spare the Dying               | Magic Initiate (Cleric) | --         | 1A       | 15 ft.               | V,S   | Instantaneous                   | free-rules 318 | V/S                          |
| P Thaumaturgy                   | Divine Order            | --         | 1A       | 30 ft.               | V     | 1 minute                        | free-rules 333 | D: 1m, V                     |
| === 1st LEVEL ===               |                         | 2 Slots OO |          |                      |       |                                 |                |                              |
| P Bless                         | Cleric                  | --         | 1A       | 30 ft.               | V,S,M | Concentration, up to 1 minute   | free-rules 247 | D: 1m, V/S/M                 |
| P Cure Wounds                   | Cleric                  | --         | 1A       | Touch                | V,S   | Instantaneous                   | free-rules 259 | V/S                          |
| P Healing Word                  | Cleric                  | --         | 1BA      | 60 ft.               | V     | Instantaneous                   | free-rules 284 | V                            |
| P Protection from Evil and Good | Cleric                  | --         | 1A       | Touch                | V,S,M | Concentration, up to 10 minutes | free-rules 309 | D: 10m, V/S/M                |
| O Bane                          | Cleric                  | CHA 13     | 1A       | 30 ft.               | V,S,M | Concentration, up to 1 minute   | free-rules 245 | D: 1m, V/S/M                 |
| O Purify Food and Drink [R]     | Cleric                  | --         | 1A + 10m | 10 ft./5 ft. Sphere  | V,S   | Instantaneous                   | free-rules 310 | 5 ft. Sphere, V/S            |
| O Command                       | Cleric                  | WIS 13     | 1A       | 60 ft.               | V     | Instantaneous                   | free-rules 251 | V                            |
| O Sanctuary                     | Cleric                  | WIS 13     | 1BA      | 30 ft.               | V,S,M | 1 minute                        | free-rules 313 | D: 1m, V/S/M                 |
| O Shield of Faith               | Cleric                  | --         | 1BA      | 60 ft.               | V,S,M | Concentration, up to 10 minutes | free-rules 316 | D: 10m, V/S/M                |
| O Create or Destroy Water       | Cleric                  | --         | 1A       | 30 ft./30 ft. Cube   | V,S,M | Instantaneous                   | free-rules 258 | 30 ft. Cube, V/S/M           |
| O Detect Evil and Good          | Cleric                  | --         | 1A       | Self/30 ft. Sphere   | V,S   | Concentration, up to 10 minutes | free-rules 261 | D: 10m, 30 ft. Sphere, V/S   |
| O Detect Poison and Disease [R] | Cleric                  | --         | 1A + 10m | Self/30 ft. Sphere   | V,S,M | Concentration, up to 10 minutes | free-rules 262 | D: 10m, 30 ft. Sphere, V/S/M |
| O Detect Magic [R]              | Cleric                  | --         | 1A + 10m | Self/30 ft. Sphere   | V,S   | Concentration, up to 10 minutes | free-rules 262 | D: 10m, 30 ft. Sphere, V/S   |
| O Guiding Bolt                  | Cleric                  | +5         | 1A       | 120 ft.              | V,S   | 1 round                         | free-rules 282 | D: 1Rnd, V/S                 |
| O Inflict Wounds                | Cleric                  | CON 13     | 1A       | Touch                | V,S   | Instantaneous                   | free-rules 288 | V/S                          |
| P Shield of Faith               | Magic Initiate (Cleric) | --         | 1BA      | 60 ft.               | V,S,M | Concentration, up to 10 minutes | free-rules 316 | 1/LR, D: 10m, V/S/M          |

## SPELLS

# SPELLBOOK

## CANTRIPS

### GUIDANCE

*level 0 - divination*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

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### SACRED FLAME

*level 0 - evocation*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

**Cantrip Upgrade.** The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

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### SPARE THE DYING

*level 0 - necromancy*

**Casting Time:** Action

**Range:** 15 feet

**Components:** V, S

**Duration:** Instantaneous

Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable.

**Cantrip Upgrade.** The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

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## THAUMATURGY

*level 0 - transmutation*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V

**Duration:** Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

**Altered Eyes.** You alter the appearance of your eyes for 1 minute.

**Booming Voice.** Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

**Fire Play.** You cause flames to flicker, brighten, dim, or change color for 1 minute.

**Invisible Hand.** You instantaneously cause an unlocked door or window to fly open or slam shut.

**Phantom Sound.** You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

**Tremors.** You cause harmless tremors in the ground for 1 minute.

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### TOLL THE DEAD

*level 0 - necromancy*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points it instead takes 1d12 Necrotic damage.

**Cantrip Upgrade.** The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

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### WORD OF RADIANCE

*level 0 - evocation*

**Casting Time:** Action

**Range:** Self

**Components:** V, M (a sunburst token)

**Duration:** Instantaneous

Burning radiance erupts from you in a 5-foot Emanation. Each creature of your choice that you can see in it must succeed on a Constitution saving throw or take 1d6 Radiant damage.

**Cantrip Upgrade.** The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

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## LEVEL 1

### BLESS

*level 1 - enchantment*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S, M (a Holy Symbol, worth 5+ GP)

**Duration:** Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

**Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 1.

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### CURE WOUNDS

*level 1 - abjuration*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

**Using a Higher-Level Spell Slot.** The healing increases by 2d8 for each spell slot level above 1.

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### DETECT MAGIC

*level 1 - divination (ritual)*

**Casting Time:** Action or Ritual

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

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### DETECT POISON AND DISEASE

*level 1 - divination (ritual)*

**Casting Time:** Action or Ritual

**Range:** Self

**Components:** V, S, M (a yew leaf)

**Duration:** Concentration, up to 10 minutes

For the duration, you sense the location of poisons, poisonous or venomous creatures, and magical contagions within 30 feet of yourself. You sense the kind of poison, creature, or contagion in each case.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

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### HEALING WORD

*level 1 - abjuration*

**Casting Time:** Bonus Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

**Using a Higher-Level Spell Slot.** The healing increases by 2d4 for each spell slot level above 1.

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### PROTECTION FROM EVIL AND GOOD

*level 1 - abjuration*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S, M (a flask of Holy Water worth 25+ GP, which the spell consumes)

**Duration:** Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are Aberrations, Celestials, Elementals, Fey, Fiends, or Undead. The protection grants several benefits. Creatures of those types have Disadvantage on attack rolls against the target. The target also can't be possessed by or gain the Charmed or Frightened conditions from them. If the target is already possessed, Charmed, or Frightened by such a creature, the target has Advantage on any new saving throw against the relevant effect.

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### PURIFY FOOD AND DRINK

*level 1 - transmutation (ritual)*

**Casting Time:** Action or Ritual

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range.

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### SHIELD OF FAITH

*level 1 - abjuration*

**Casting Time:** Bonus Action

**Range:** 60 feet

**Components:** V, S, M (a prayer scroll)

**Duration:** Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

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