

PUB HEROES

Player Name: _____

Character Name: _____

Class & Ancestry: Dwarven Cleric _____

STRENGTH

+1
12

- Saving Throw
- Athletics

DEXTERITY

-1
8

- Saving Throw
- Acrobatics
- Sleight of Hand
- Stealth

CONSTITUTION

+3
16

- Saving Throw

INTELLIGENCE

+0
10

- Saving Throw
- Arcana
- History
- Investigation
- Nature
- Religion

WISDOM

+3
17

- Saving Throw
- Insight
- Medicine
- Animal Handling
- Perception
- Survival

CHARISMA

+0
10

- Saving Throw
- Deception
- Intimidation
- Performance
- Persuasion

PROFICIENCY BONUS

+2

Add this to all skills and saves that are marked above.

ARMOR CLASS

18

Chain Mail
Shield

HIT POINTS

Total **12**

S F

Current

Hit Die: **D8**

SPEED

25ft.

Walking speed

Weapon Attack: Quarterstaff

To hit: **D20 + 3** Damage: **1 D6 + 1**

Weapon Attack: Light Hammer

To hit: **D20 + 3** Damage: **1 D4 + 1**

Spell Attack:

To hit: **D20 + 5** Spell Save DC: **13**

SPECIAL ABILITIES

- Disciple of Life
When you cast a healing spell, the target heals an additional 2 hit points.

- Dwarven Resilience
You have resistance/ advantage against poison.

- Darkvision
You can see up to 60 ft. in complete darkness.

INVENTORY

Quarterstaff
Light Hammer
Amulet with Holy Symbol
Block of Incense
Set of Candles



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CLERIC SPELL SHEET

CANTRIP SPELLS

Cantrip spells can be cast as many times as you want, and don't use up spell slots.

Guidance

Time: 1 action
Range: touch
Components: V, S
Duration: C, 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the result to one ability check of its choice. When the roll is added to a check, the spell ends.

Light

Time: 1 action
Range: touch/ 20 ft.
Components: V, M
Duration: 1 hour

You touch one object that is no larger than 10 ft. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 ft. The light can be any colour. Completely covering the object blocks the light.

Sacred Flame

Time: 1 action
Range: 60 ft.
Components: V, S
Duration: instant

Flame-like radiance descends on a creature that you can see. The target must succeed on a Dexterity save or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The Time listed in the spells represents the time you need to cast the spell.

The Range is the maximum distance between you and the target.

Components means what you need to cast the spell; V stands for Verbal (spoken or sung incantations), S for Somatic (complicated movements and gestures), and M for Material (spell components or a spell focus like a staff or holy symbol).

Duration means how long the spell lasts. If the Duration starts with a "C", that means that you must actively Concentrate on the spell to keep it up. If you are damaged while doing this, your concentration might break and the spell fizzles!

LEVEL 1 SPELLS

Level 1 spells use a spell slot when cast. You regain all spent spell slots after a long rest, so use these spells sparingly!

You have two spell slots which you can tick off here:

Bless

Time: 1 action
Range: 30 ft.
Components: V, S, M
Duration: C, 1 minute

You bless up to three creatures of your choice. Whenever a target makes an attack roll or a save before the spell ends, the target can roll a d4 and add the number to the attack roll or save.

Cure Wounds

Time: 1 action
Range: touch
Components: V, S
Duration: instant

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting modifier. This spell has no effect on undead or constructs.

Guiding Bolt

Time: 1 action
Range: 120 ft.
Components: V, S
Duration: 1 round

A flash of light streaks towards a creature of your choice. Make a ranged spell attack against the target. On a hit, it takes 4d6 radiant damage, and the next attack roll made against the target before the end of the next turn had advantage, thanks to the mystical dim light glittering on the target until then.

Healing Word

Time: 1 bonus action
Range: 60 ft.
Components: V
Duration: instant

You utter a word of healing, and a creature of your choice regains a number of hit points equal to 1d4 + your spellcasting modifier. This spell has no effect on undead or constructs.

Shield of Faith

Time: 1 bonus action
Range: 60 ft.
Components: V, S, M
Duration: C, 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to its Armor Class for the duration or until the spell ends.

