

PREGENERATED CHARACTER

Cleric 1
CLASS & LEVEL

Soldier
BACKGROUND

PLAYER NAME

Human (Sunderland)
RACE

Lawful Good
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +2
+2
14

DEXTERITY +1
+1
13

CONSTITUTION +2
+2
15

INTELLIGENCE +0
+0
11

WISDOM +5
+3
16

CHARISMA +1
-1
9

+2 PROFICIENCY BONUS

Athletics
Insight
Intimidation
Medicine
Religion
Gaming Set (Dice)
Language (Celestine)
Language (Common)
Language (Sund)

PROFICIENCIES

13
PASSIVE PERCEPTION

SENSES

17
MAX HP

+1
INITIATIVE

30 ft.
SPEED

17
ARMOR CLASS

CURRENT HIT POINTS

d8
HIT DICE

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Warhammer	+4	1d8+2	bludgeoning	5 ft.	
Light Crossbow	+3	1d8+1	piercing	80/320 ft.	20 bolts

ATTACKS

CANTRIPS

Light An object you touch sheds light like a torch for 1 hour.

Sacred Flame A creature within 60 ft. must make a Dexterity save (DC 13) or take 1d8 radiant damage.

1ST LEVEL ○○/day

Bless [C] Three creatures within 30 ft. add +1d4 to all attacks and saves for up to 1 minute.

Cure Wounds A creature you touch regains 1d8+3 hit points.

Divine Favor [B] [C] Your weapon deals +1d4 radiant damage for up to 1 minute.

Shield of Faith [B] [C] A creature within 60 feet gains +2 AC for up to 10 minutes.

MAGIC

NAME

War Priest [B] 3/day As a bonus action, make an extra attack when you attack.

FEATURES

EQUIPMENT

CP 10 Clothes (Common), Scale Mail, Warhammer, Light Crossbow

SP 5 Shield

EP Backpack

GP 10 Bedroll, Candle, Censer, Dice Set, Hymnal, Incense (2 blocks), Rank

PP Insignia, Trail Rations (10 days), Waterskin



CHARACTER NAME	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR

Race (Human). Humans are the most populous and adaptable of all the civilized races. They have spread to every corner of Aerth. Humans are naturally ambitious and have built the largest and most powerful kingdoms and empires in history. In their zeal to act, humans are capable of both great good and terrible evil.

Sunderlander. You are a human from the Sunderlands. Your people are proud and fierce. They never fell under the sway of the Zethinian Empire centuries ago. But your people knew no peace even after the Empire fell. The Sunderlands are harsh and your people's clannish nations and warlords are constantly fighting each other. Alliances are temporary and unification against common foes is always short-lived.

Appearance. The Sunderlands have long, harsh winters and have bred a tall, powerful people as a result. Most Sunderlanders stand near six-foot tall and are powerfully built. They have fair skin and light hair, usually blonde, red, or light brown. Eyes of blue, green, hazel, and brown are most common.

Example Names. Cyric (M) or Cyre (F)

RACE

Class (Cleric). Clerics are champions of the gods and wield mighty divine magic on behalf of their patron deities.

Soldiers of the Faith. Clerics are not priests. They are soldiers of their faiths. They are trained to defend the faith and the faithful on the battlefield as much as to minister to the faithful off the battlefield.

Devoted Champions. Each cleric is called to serve a specific god – there are many gods overseeing the world – and clerics serve at their patron's pleasure. For their devotion, each cleric is granted the ability to cast divine magic spells to heal and protect the faithful. And to hinder and smite the enemies of the faith.

Glorion, The Shining Lord. You were called upon to serve Glorion, Shining Lord of the Divine Realm. With his host of angels and three sainted knights, Glorion champions the causes of light, justice, and civilization and stands as a bulwark against evil.

CLASS

Spellcasting. You can channel magical energy to create specific magical effects called spells.

- Your spells are based on your Wisdom ability.
- Your spell attack bonus is +5.
- Your spell save DC is 13.
- You can cast any number of cantrips each day.
- To cast a 1st level spell, you must expend a spell slot.
- You recover your expended spell slots when you finish a long rest.
- Some spells require only a bonus action [B] to cast. You can take one bonus action each turn in addition to your action.
- Some spells require you to concentrate [C] to maintain the spell. You can only concentrate on one such spell at a time. If you get injured or distracted while concentrating, your spell might fail.
- Some spells can be cast as a ten-minute ritual [R]. You do not have to expend a spell slot when casting a spell as a ritual.

War Priest [B]. The Shining Lord gives you speed and insight in battle. Three times each day, you can follow an attack with another attack as a bonus action.

FEATURES

Background (Soldier). You were conscripted at a young age and spent your formative years as a soldier in your lord's army.

A Willing Conscript. When some warlord or another raided your lord's land, able-bodied men and women were conscripted from his villages. Your apprenticeship to your village's herbalist was cut short so you could go off to war. And you found the regimented life, the camaraderie, and the adrenaline surge on the battlefield agreeable. Some conscripts regretted their fates, but you relished yours.

Returned from the Dead. And then you died on the battlefield. You know you were dead. No matter what the priests and your companions say. You died. And you were sent back. You remember there was a reason. The vision faded almost immediately from your memory. But the feeling of a meaning, a purpose, remained. You were meant for something.

Searching for Your Destiny. You remained in the Temple of the Shining King, Glorion, for a year after you were nursed back to health. You submitted yourself to the Shining King's will, trained with the templars there, and studied with the priests. And everyone expected you to stay forever. To join the temple guard. But you knew that wasn't your fate. You had to go out into the world and do what good you could while waiting for your destiny to reveal itself. A halfling merchant needs an escort along a dangerous road? Perhaps that is destiny calling. Or maybe it's just a chance to help someone in need.

BACKGROUND

Cantrips

Light. Invoke a quiet prayer to the Shining Lord and touch an object – such as your shield – to make it shine like a torch for one hour. You can only have one active light spell at a time.

Sacred Flame. Call out to the Shining Lord and raise a hand toward a creature within 60 feet to bring divine fire down upon them. The target must make a Dexterity saving throw without the benefit of cover or take 1d8 radiant damage.

1st Level Spells

Bless [C]. Brandish your shield and bless three creatures within 30 feet in the name of the shining lord. Each creature rolls 1d4 and adds the result to any attack roll or saving throw they make for up to minute. You may bless yourself with this spell.

Cure Wounds. Pray to the Shining Lord for mercy and lay a hand on a creature to heal them. It regains 1d8+3 hit points.

Divine Favor [B] [C]. Call upon the Shining Lord to bless your weapon. For up to one minute, it deals an addition +1d4 radiant damage when it hits.

Shield of Faith [B] [C]. Raise your shield high and ask the Shining Lord to protect a creature within 60 feet. It gains +2 to its Armor Class for up to 10 minutes.

SPELLS