D&D BEYOND

Kerf	Cleric of Vasi 1	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Human (Klavekian)	Acolyte	(Milestone)
	RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH +2 (14)	
DEXTERITY -1 (8)	
CONSTITUTION +2 (15)	
INTELLIGENCE -1 (8)	
WISDOM +3 (17)	
CHARISMA +1 (12)	

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

Saving Throw Modifiers

SAVING THROWS

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

SKILLS

-1 INITIATIVE

ARMOR 15 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
10		--

HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

=== WEAPONS ===
Simple Weapons

=== LANGUAGES ===
Celestial, Common, Elvish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

ACTIONS

20	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
14	PASSIVE INTELLIGENCE (INVESTIGATION)

Unknown 5 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, light	+1	1d8-1 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Mace	+4	1d6+2 Bludgeoning	Simple
Unarmed Strike	+4	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Human (Klavekian)	Acolyte	(Milestone)

=== CLERIC FEATURES ===

* Hit Points • PHB 57

* Proficiencies • PHB 57

* Spellcasting • PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

* Divine Domain • PHB 58
You choose a divine domain that grants you additional spells and other features related to your deity.

| Life Domain

* Bonus Proficiency • PHB 60
You gain proficiency with heavy armor.

* Disciple of Life • PHB 60
Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

=== VARIANT HUMAN RACIAL TRAITS ===

* Languages • BR 31
You can speak, read, and write Common and one extra language.

* Ability Score Increase • BR 31
Two different ability scores of your choice increase by 1.

* Skills • BR 31
You gain proficiency in one skill of your choice.

* Feat • BR 31
You gain one feat of your choice.

=== FEATS ===

* Observant • PHB 168
Increase your INT or WIS score by 1. If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Perception and passive Investigation scores.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	15
PP	0

WEIGHT CARRIED	83.5 lb.
ENCUMBERED	210 lb.
PUSH/DRAG/LIFT	420 lb.

NAME	QTY	WEIGHT
Scale Mail	1	45 lb.
Shield	1	6 lb.
Mace	1	4 lb.
Crossbow, light	1	5 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Amulet	1	1 lb.
Alms Box	1	--
Vestments	1	--
Holy Symbol	1	--
Blanket	1	3 lb.
Candle	10	--
Rations (1 day)	2	4 lb.
Tinderbox	1	1 lb.

NAME	QTY	WEIGHT
Waterskin	1	5 lb.
Block of Incense	2	--
Censer	1	--
Vestments	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Kerf

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Cleric

SPELLCASTING CLASS

WIS	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Light	Cleric	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Toll the Dead	Cleric	WIS 13	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
	=== 1st LEVEL ===	2 Slots OO							
O	Guiding Bolt	Cleric	+5	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O	Sanctuary	Cleric	WIS 13	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Bless <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
P	Cure Wounds	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Bane <C>	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Command	Cleric	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O	Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O	Detect Evil and Good <C>	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Magic [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Inflict Wounds	Cleric	+5	1A	Touch	V,S	Instantaneous	PHB 253	V/S
O	Protection from Evil and Good <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
O	Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Shield of Faith <C>	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
O									
O									

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