

## Wood Elf Cleric (Soldier) 1

<b>Strength</b>	+0 (10)
<b>Dexterity</b>	+3 (16)
<b>Constitution</b>	-1 (8)
<b>Intelligence</b>	+1 (12)
<b>Wisdom</b>	+3 (16)
<b>Charisma</b>	+1 (13)

### Combat Statistics

**Initiative** +3

**Passive Perception** 15

**Speed** 35 ft

**Saving Throws:** Wisdom +5, Charisma +3

**Armour Class:** 16 (leather and shield)

**Hit Points:** 7

**Hit Dice:** 1d8

### Attacks

*Sacred Flame:* 1d8 radiant, Dex avoids; Range: 60 ft.

Mace: +2 to hit, 1d6 bludgeoning damage

Light crossbow: +5 to hit, 1d8+3 piercing; 80/320 ft.

\* *Infect Wounds:* +5 to hit, 3d10 necrotic damage.

### Abilities

**Darkvision, 60 feet.**

**Fey Ancestry:** Advantage on saves vs charmed; can't be put to sleep

**Mask of the Wild:** You can hide even when you are lightly obscured by natural phenomena.

**Spellcasting** (DC 15, Atk +5): prepare 6 spells, slots: 2xfirst.

**Divine Domain – Life:** restore additional HP 2+spell level from healing spells of 1st level or higher.

**Cantrips:** Light, Sacred Flame, Spare the Dying

**Spells Prepared (6):** Bless, Command, Cure Wounds, Healing Word, Infect Wounds, Sanctuary

### Skills

Athletics +2, Intimidation +3, Medicine +3, Perception +5, Persuasion +5.

### Other Proficiencies & Languages

Dice, Land Vehicles.

Speaks Common, Elvish, Goblin and Orc.

### Equipment

Leather	Backpack
Mace	Bedroll
Shield	Mess Kit
Light Crossbow	Tinderbox
20 bolts	10 torches
Rank insignia	10 days rations
Trophy (dagger)	Waterskin
Set of bone dice	50 feet rope
Common clothes	
10 gp	

### Alignment

Chaotic Good (Tymora, goddess of luck)

### Faction

#### Order of the Gauntlet

The Order of the Gauntlet is a dedicated, tightly knit group of like-minded individuals driven by religious zeal or a finely honed sense of justice. Friendship and camaraderie are important to members of the Order of the Gauntlet, and they share a trust and a bond normally reserved for siblings. Like highly motivated soldiers, members of the Order of the Gauntlet seek to become the best at what they do and look forward to testing their mettle. There are few, if any, "lone wolves" in this organization.

### Background

War has been your life as long as you can remember. You trained as a youth, studied the use of weapons and armour, learned basic survival techniques, including how to stay alive on a battlefield. You trained as a healer, and used the blessing of Tymora to keep your comrades alive.

### Feature: Military Rank

You have the rank of a lieutenant, and members of your previous organisation still recognise your authority and influence.

### Personality Traits

I'm always polite and respectful. I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

### Ideal

When people follow orders blindly, they embrace a kind of tyranny.

### Bond

My brother was in the Soldiery. He was killed in the line of duty, and they really honoured him at his funeral. I think the members of the Soldiery are the bravest men and women around. I do my best to help them when I can and to speak up for them on the rare occasion when others badmouth them.

### Flaw

The monstrous enemy we faced in battle still leaves me quivering in fear.

## Spells

### Bless

**Level 1** (1 action)

**Range:** 30 feet

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

Up to three creatures add an additional 1d4 to each attack roll or saving throw they make while the spell lasts.

### Command

**Level 1** (1 action)

**Range:** 60 feet

**Duration:** 1 round

One creature must make a Wisdom saving throw or follow a one-word command you give it, providing the command does not directly harm it and it can understand you.

Typical commands are Approach, Drop, Flee, Grovel and Halt.

### Cure Wounds

**Level 1** (1 action)

A creature you touch regains 1d8+5 hit points.

### Healing Word

**Level 1** (1 bonus action)

**Range:** 60 feet

A creature within range regains 1d4+5 hit points.

### Inflict Wounds

**Level 1** (1 action)

**Range:** Touch

Make a melee spell attack (+5) against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

### Light

**Cantrip** (1 action)

**Range:** Touch

**Duration:** 1 hour

One object you touch sheds bright light in a 20 ft. radius and dim light 20 ft. beyond that in the colour of your choice. The spell ends if you recast it or dismiss it as an action. If a hostile creature is holding the object, the creature may make a Dexterity save to avoid the spell.

### Sacred Flame

**Cantrip** (1 action)

**Range:** 60 feet

**Duration:** Instantaneous

A creature within range must make a Dexterity saving throw or suffer 1d8 radiant damage. Cover does not protect the creature.

### Sanctuary

**Level 1** (1 bonus action)

**Range:** 30 feet

**Duration:** 1 minute

You ward a creature against attack. Creatures are unable to target the warded creature with harmful spells or attacks unless they first make a Wisdom saving throw; they must choose another target on a failed save or lose their attack. It does not protect the creature from area effects.

The sanctuary ends if the warded creature attacks or casts a spell against a hostile creature.

### Spare the Dying

**Cantrip** (1 action)

**Range:** Touch

A living creature on 0 hit points becomes stable.