

Character Name

Player Name

Wood Elf Cleric (Soldier) 2

STRENGTH +0 (10) Athletics +2	DEXTERITY +3 (16)	CONSTITUTION +1 (13) Save +4
INTELLIGENCE -1 (8)	WISDOM +3 (16) Save +5 Perception +5 Survival +5	CHARISMA +1 (12) Save +3 Persuasion +3

Armour Class	Hit Points	Hit Dice
14	15	2d8
Initiative	Speed	Passive Perception
+3	35 ft.	15

Attacks	To-Hit	Damage	Range
Longbow	+5	1d8+3	150'/600'
Rapier	+5	1d8+3	Melee
<i>Sacred Flame</i>	Dex (13)	1d8 rad.	60'

Bonus Actions

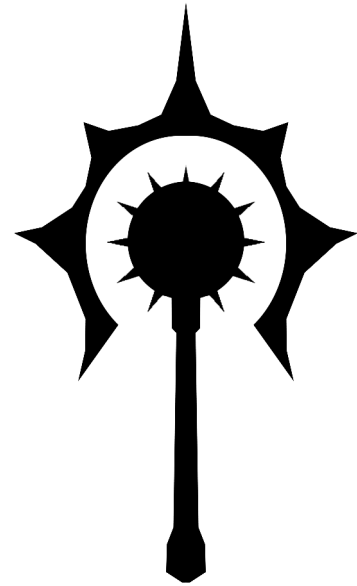
You may make an extra weapon attack (War Priest).
You may cast Divine Favor, Healing Word, or Shield of Faith (First Level Spells).

Cantrips

- *Guidance* (The next ability check a character makes within 1 minute gets +1d4 bonus)
- *Sacred Flame* (1d8 radiant damage to one target within 60 ft, Dex DC 13 avoids).
- *Spare the Dying* (character you touch on 0 hp stabilizes)

Equipment

Rapier	Backpack
Longbow	Bedroll
20 arrows	Mess Kit
Leather armour	Tinderbox
Holy symbol	10 torches
	10 days rations
	Waterskin
	50 feet rope



War Priest

When you use the Attack action, you may make on additional weapon attack as a bonus action (3/day).

Channel Divinity

1/rest, you may implement one of these effects:

- Turn Undead (Each undead with 30 feet must make a DC 13 Wisdom save or be turned for 1 minute or until it takes damage). Use as an action.
- Guided Strike (+10 to your attack roll, added after you make the roll but before you know the result).

First Level Spells (3/day):

- *Bless* (up to 3 allies gain +1d4 on attacks & saves for 1 minute)
- *Cure Wounds* (touch; heal 1d8+3 hp)
- *Detect Magic* (30 ft. range; up to 10 minutes)
- *Guiding Bolt* (120 ft.; ranged spell attack +5, 4d6 radiant damage and next attack has advantage against target)
- *Healing Word* (bonus action; 60 ft; heal 1d4+3 hp)
- *Divine Favor* (bonus action; your weapon attacks deal +1d4 radiant damage for 1 minute {Concentration})
- *Shield of Faith* (bonus: you gain +2 AC for 1 hour)