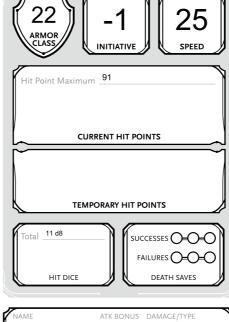
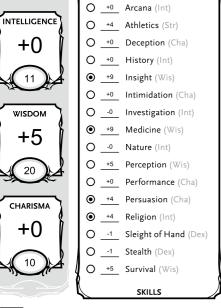


11 Cleric Life Domain	Acolyte	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Mountain Dwarf	N/G	
RACE	ALIGNMENT	EXPERIENCE POINTS



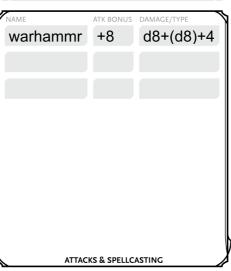






PASSIVE WISDOM (PERCEPTION)

+5 Animal Handling (Wis)



Dwarven resilience - advantage on TS against poison, resistance to poison damage Stonecunning - double proficient in History checks on stoneworks Lvl 1 - Discipline of Life: whenever you cast a spell of 1st or higehr to restore hit points to a creature, the creature, the creature regains additional hit points equal 2+ the spell level Lvl 2 - Channel Divinity: USE 2/2

Hill dwarf traits

Darkvision 60 ft

Turn Undead: Each udead whitin 30 feet of you must make a winsdom saving throw against your spellcasting DC. if the creature fails its saving throw, it is turnerd for 1 minute or until it takes damage. a turned creature must spend its turn trying to move as far away from you as it can, and it can't willinglymove to a space within 30 feet of you. it also can't take reactions; IvI 11: each undead whit challange 2 or less if it fails the saving throw against your turn undead feature, the creature is instantly destroyed

Preserve Life: As an action, you choose any creature wi thin 30 feet of you, and divide 55 hit points among them. This Feature can restore a creature to no more than haolf of its point maximum.

Lyl 6 - Blessed Healer: whenever you cast a spell of 1st or higehr to restore hit points to a creature, you regains hit points equal 2+ the spell level.

Lvl 8 - Divine strike: when you make a weapon attack you can cause the attack deal 1d8 extra radiant damage. you can use this feature once on each your turns.

Lvl 10 - Divine Intervention: describe an assistance you seek, and roll percetile dice. if you roll a number equal to or lower than your cleric level, your deity intervenes. if your deity intervenes you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

FEATURES & TRAITS

Simple Weapon

Battleaxe, handaxe, light hammer, warhammer All Armor Shields

Common, Dwarvish, Celestial, Sylvan

OTHER PROFICIENCIES & LANGUAGES

Plate armor, 18 AC Shield +2 AC Holy Symbol Priest's Pack Prayer Book 5 Stiks of Incense 4000 Vestments Set of common clothes Guantletes of Ogre Power

EQUIPMENT

O CANTRIPS	3 3)	[6] 1)
Light 255		
Light 255	Revivify DOMAIN 272	O Heal 250
Mending 259	Beacon of Hope DOMAIN 217	O Heroes' Feast 250
Sacred flame 272	O Spirit Guardians 278	O
Spare the Dying 277	O Speak Whit Dead 277	0
Thaumaturgy 282	Remove Curse 271	0
	O Clairvoyance 222	0
	0	0
	0	0
CDELL	0	0
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0	
	0	
1) 4	0	
s ³ Aq		
SPELL NAME	0	0
Bless DOMAIN 219		0
Cure Wounds DOMAIN 230	[4] 3)	0
O Healing Word 250		0
O Guiding Bolt 248	Death Ward DOMAIN 230	0
O	Guardian of Faith DOMAIN 246	0
O	O Divination 234	0
0	C Freedom of Movement 244	0
0	O Banishment 217	0
0	0	
0	0	8
0	0	
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=	0	0
	0	
[2] 3	0	
Caritual Wasses DOMAIN 270	0	0
Spritual Weapon DOMAIN 278 DOMAIN 278		0
Lesser Restoration DOMAIN 255		0
O Hold Person 251	[5] 2)	0
O Blindness/Deafness 219		
O Silence 275	Mass Cure Wounds DOMAIN 258	(9)
0	Raise Dead DOMAIN 270	
0	O Greater Restoration 246	0
0	O Flame Strike 242	0
0	0	0
0	0	0
0	0	0
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