

Anders Brightwood

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Human

RACE

Acolyte

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
**+1**  
13

**DEXTERITY**  
**+0**  
11

**CONSTITUTION**  
**+2**  
14

**INTELLIGENCE**  
**-1**  
9

**WISDOM**  
**+3**  
16

**CHARISMA**  
**+2**  
15

**INSPIRATION**

**+2** PROFICIENCY BONUS

**SAVING THROWS**

- +1 Strength
- +0 Dexterity
- +2 Constitution
- 1 Intelligence
- +5 Wisdom
- +4 Charisma

**SKILLS**

- +0 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- 1 Arcana (Int)
- +1 Athletics (Str)
- +2 Deception (Cha)
- +1 History (Int)
- +5 Insight (Wis)
- +2 Intimidation (Cha)
- 1 Investigation (Int)
- +3 Medicine (Wis)
- 1 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +3 Survival (Wis)

**18** ARMOR CLASS

**+0** INITIATIVE

**30 feet** SPEED

Hit Point Maximum **10**

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total **1d8**

**1** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I can find common ground between the fiercest enemies, empathizing with them and always working towards peace. I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

**PERSONALITY TRAITS**

Charity. I always try to help those in need, no matter what the personal cost.

**IDEALS**

Everything I do is for the common people.

**BONDS**

My piety sometimes leads me to blindly trust those that profess faith in my god.

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+3	1d6 + 1
Crossbow	+2	1d8

\*Crossbow range up to 80 feet/320 feet with disadvantage.

Cantrips: Resistance, Sacred Flame, Spare the Dying.

Spell Slots: 2 (level 1).

Prepared Spells: Bless, Cure Wounds, Guiding Bolt, Healing Word, Sanctuary, Shield of Faith.

**ATTACKS & SPELLCASTING**

Spellcasting: Wisdom - Saving throw DC: 13; Attack bonus: +5.

Divine Domain: Life.

Disciple of Life: Cure an additional (2 + spell level) HP when casting a spell that restores hit points.

Shelter of the Faithful: You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of Lathander, though you must provide any material components needed for spells. Those who share your religion will support only you at a modest lifestyle. You also have ties and residence to a specific temple dedicated to Lathander. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

**FEATURES & TRAITS**

**13** PASSIVE WISDOM (PERCEPTION)

Proficiencies: Light Armour, Medium Armour, Heavy Armour, Shields, All Simple Weapons.

Languages: Common, Dwarvish, Elvish, Halfling.

**OTHER PROFICIENCIES & LANGUAGES**

CP: Mace, Chain Mail, Light Crossbow, 20 Bolts, Shield, Holy Symbol, Prayer Book, 5 Sticks of Incense, Vestments x 2, Common Clothes, Backpack, Blanket, 10 Candles, Tinderbox, Alms Box, 2 Blocks of Incense, Censer, 2 Days of Rations, Waterskin.

EP: 15

CP: 15

PP: 15

**EQUIPMENT**