



Dunstan Highhammer

CHARACTER NAME

Cleric (1)
CLASS & LEVEL

Human/Tethyrian
RACE

Soldier
BACKGROUND

Chaotic Good
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
14
+2

DEXTERITY
10
0

CONSTITUTION
14
+2

INTELLIGENCE
10
0

WISDOM
16
+3

CHARISMA
10
0

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- 0 Acrobatics
- +3 Animal Handling
- 0 Arcana
- +4 Athletics
- 0 Deception
- 0 History
- +5 Insight
- +2 Intimidation
- 0 Investigation
- +5 Medicine
- 0 Nature
- +5 Perception
- 0 Performance
- 0 Persuasion
- 0 Religion
- 0 Sleight of Hand
- 0 Stealth
- +3 Survival

18
ARMOR CLASS

0
INITIATIVE

30
SPEED

10
CURRENT HIT POINTS

TEMPORARY HIT POINTS

1d8
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATTACKING	DAMAGE TYPE
Warhammer	+4	1d8 + 2 bludgeon
Crossbow, light	+2	1d8 piercing

15 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Tool Proficiencies: Dice Set; Land Vehicles

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Heavy; Light; Medium; Shields

Language Proficiencies: Common; Dwarvish

EQUIPMENT

10

Pouch (1); Clothes, common (1); Crossbow bolt (20); Waterskin (1); Dice Set (1); Insignia of Rank (1); Shield (1); Bedroll (1); Rations (1 day) (10); Rope, hempen (1); Tinderbox (1); Mess kit (1); Backpack (1); Chain mail (1); Trophy from Fallen Enemy (1); Torch (10); Emblem (1)

-----Bonus Actions-----

War Priest. Make one extra weapon attack when you use the Attack action (use 3 times/long rest, see PHB 63).

(additional features & traits on page 2)

FEATURES & TRAITS



Dunstan Highhammer

CHARACTER NAME

50

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Dunstan is a veteran of many wars and deemed a hero by some. He thinks of himself as someone we managed to not die. In his last war, he lost his eye to a rival after a blow to the head. He was forced to give up on soldiering and spent his wages on booze. He spent years working odd jobs and spending his money on ale, feeling sorry for himself.

It wasn't until he ran into the Gilded Healers who helped heal some of his wounds that he got his act somewhat back together. After the healing he went in a fever and in a fever dream he got a message that Torm would help him improve his eyesight if he would take up the hammer for him. With a renewed purpose in life, he is now a cleric of Torm. Still a curmudgeon, but at least a curmudgeon with a mission.

CHARACTER BACKSTORY

Military Rank. Where recognized, your previous rank provides influence among military (see PHB 140).

War Caster Feat. Adv. on CON saves for spell concentration; somatic components with weapons or shield in hand; cast spell as opportunity attack (see PHB 170).

ADDITIONAL FEATURES & TRAITS

TREASURE



Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

- Guidance
- Light
- Sacred Flame

-
- Bane
- Bless
- Ceremony
- Command
- Create or Destroy Water
- Cure Wounds
- Detect Evil and Good
- Detect Magic
- Detect Poison and Disease
- Divine Favor (Domain)
- Guiding Bolt
- Guiding Hand

2

3

4

5

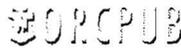
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7

8

9

Level-1 enchantment



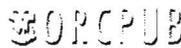
Bane

1 act. 30 ft V,S,M Conc, 1 min

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cleric DC 13 Mod +5

Level-1 enchantment



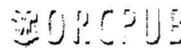
Command

1 act. 60 ft V 1 rnd

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A

Cleric DC 13 Mod +5

Level-1 divination



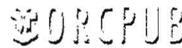
Detect Evil and Good

1 act. Self V,S Conc, 10 mins

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Cleric DC 13 Mod +5

Level-1 enchantment



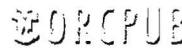
Bless

1 act. 30 ft V,S,M Conc, 1 min

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Cleric DC 13 Mod +5

Level-1 transmutation



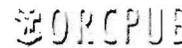
Create or Destroy Water

1 act. 30 ft V,S,M Inst

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cleric DC 13 Mod +5

Level-1 divination



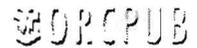
Detect Magic

1 act. Self V,S Conc, 10 mins

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Cleric DC 13 Mod +5

Level-1 evocation



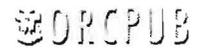
Ceremony

1 hr Touch V,S,M Inst

(see UA-STARTER-SPILLS 2 for more details)

Cleric DC 13 Mod +5

Level-1 evocation



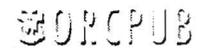
Cure Wounds

1 act. Touch V,S Inst

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Cleric DC 13 Mod +5

Level-1 divination



Detect Poison and Disease

1 act. Self V,S,M Conc, 10 mins

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Cleric DC 13 Mod +5

Command *(reverse)*

flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Level-1 evocation



Divine Favor

1 *b.a.* Self V,S Conc, 1 min

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Divination cantrip

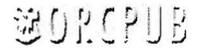


Guidance

1 *act.* Touch V,S Conc, 1 min

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Level-1 evocation



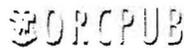
Guiding Bolt

1 *act.* 120ft V,S 1 *rnd*

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Cleric DC 13 Mod +5

Level-1 divination



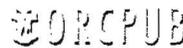
Guiding Hand

1 *min* 5 ft V,S Conc, 8 hrs

(see UA-STARTER-SPELLS 3 for more details)

Cleric DC 13 Mod +5

Level-1 evocation



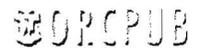
Healing Word

1 *b.a.* 60 ft V Inst

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Cleric DC 13 Mod +5

Level-1 necromancy



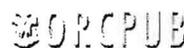
Inflict Wounds

1 *act.* Touch V,S Inst

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Cleric DC 13 Mod +5

Evocation cantrip



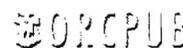
Light

1 *act.* Touch V,M 1 hr

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Cleric DC 13 Mod +5

Level-1 abjuration



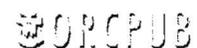
Protection from Evil and Good

1 *act.* Touch V,S,M Conc, 10 mins

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Cleric DC 13 Mod +5

Level-1 transmutation



Purify Food and Drink

1 *act.* 10 ft V,S Inst

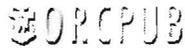
All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

Cleric DC 13 Mod +5

Evocation cantrip



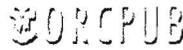
Sacred Flame

1 act. 60 ft V,S Inst

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Cleric DC 13 Mod +5

Level-1 abjuration



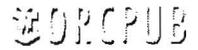
Sanctuary

1 b.a. 30 ft V,S,M 1 min

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Cleric DC 13 Mod +5

Level-1 abjuration



Shield of Faith

1 b.a. 60 ft V,S,M Conc, 10 mins

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cleric DC 13 Mod +5

