



=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===

Luck Points • 2 / Long Rest

You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

15 PASSIVE PERCEPTION

15 PASSIVE INSIGHT

10 PASSIVE INVESTIGATION

O _+3 Survival WIS

SKILLS

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CHARISMA

Cleric 1 dalwick
CLASS & LEVEL PLAYER NAME

 Human
 Hermit
 (Milestone)

 SPECIES
 BACKGROUND
 EXPERIENCE POINTS

=== CLERIC FEATURES ===

* Core Cleric Traits • free-rules 69

* Spellcasting • free-rules 69

* Divine Order • free-rules 70

| Thaumaturge •

You know one extra cantrip from the Cleric spell list. You also have a +3 bonus to your Arcana and Religion checks.

=== HUMAN SPECIES TRAITS ===

- * Creature Type free-rules 194 You're a Humanoid.
- * Size free-rules 194

Your Size is Medium or Small, chosen when you select this species.

- * Speed free-rules 194 Your Speed is 30 ft.
- * Resourceful free-rules 194
 You gain Heroic Inspiration whenever you finish a Long Rest.
- * Skillful free-rules 193
 You gain proficiency in one skill of your choice.
- * Versatile free-rules 194 You gain an Origin feat of your choice.
- * Languages free-rules 37
 Your character knows at least three languages:
 Common plus two languages you roll or choose from
 the Standard Languages table. Knowledge of a
 language means your character can communicate in it,

read it, and write it.

=== FEATS ===

* Lucky • PHB-2024 201 Luck Points. You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

| Luck Points: 2 / Long Rest • Special

* Healer • PHB-2024 201

Battle Medic. As a Utilize action, you can expend one use of a Healer's Kit to tend to a creature within 5 feet of yourself. That creature can expend one of its HP Dice, and you then roll that die. The creature regains a number of HP equal to the roll +2.

Healing Rerolls. Whenever you roll a die to determine the number of HP you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

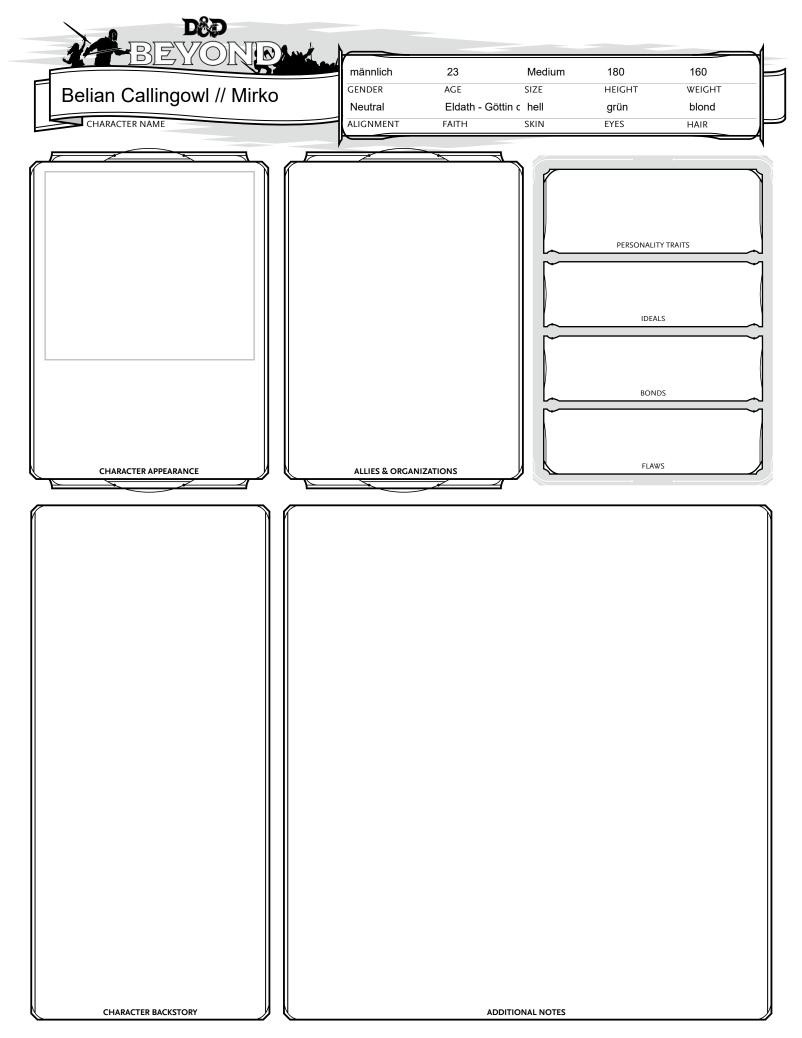
| Battle Medic: 1 Action

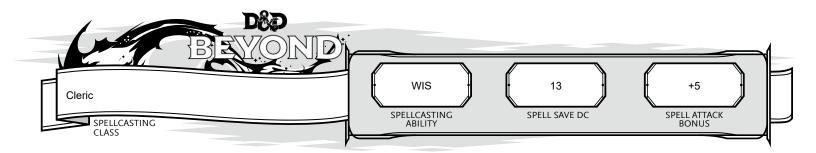
* Hermit Ability Score Improvements • PHB-2024 181

| Increase two scores (+2 / +1) •

FEATURES & TRAITS

| | | NAME | QTY | WEIGHT | NAME | QTY | WEIGHT | | | |
|-----------|--------------|--------------------|-----|--------|---------------------|-----|--------|--|--|--|
| <u> </u> | 0 | Shield | 1 | 6 lb. | Lamp | 1 | 1 lb. | | | |
| | | Chain Shirt | 1 | 20 lb. | Holy Water | 1 | 1 lb. | | | |
| SP (| 0 | Quarterstaff | 1 | 4 lb. | Healer's Kit | 1 | 3 lb. | | | |
| | | Net | 1 | 3 lb. | | | | | | |
| · ((| 0 | Oil | 3 | 3 lb. | | | | | | |
| | | Backpack | 1 | 5 lb. | | | | | | |
| | 27 | Book | 1 | 5 lb. | | | | | | |
| | | Herbalism Kit | 1 | 3 lb. | | | | | | |
| | 0 | Holy Symbol | 1 | | | | | | | |
| WE | IGHT CARRIED | Traveler's Clothes | 1 | 4 lb. | | | | | | |
| | 87 lb. | Rations | 7 | 14 lb. | | | | | | |
| E | NCUMBERED | Robe | 1 | 4 lb. | ATTUNED MAGIC ITEMS | QTY | WEIGHT | | | |
| | 150 lb. | Bedroll | 1 | 7 lb. | | | | | | |
| PU | SH/DRAG/LIFT | Blanket | 1 | 3 lb. | | | | | | |
| | 300 lb. | Tinderbox | 1 | 1 lb. | | | | | | |
| EQUIPMENT | | | | | | | | | | |





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|------|-------------------------------|------------------|----------|----------|---------------------|-------|---------------------------------|----------------|------------------------------|
| PREP | SPELL NAME === CANTRIPS === | SOURCE (At Will) | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
| 0 | Light | Cleric | | 1A | Touch | V,M | 1 hour | free-rules 292 | D: 1h, V/M |
| 0 | Mending | Cleric | | 1m | Touch | V,S,M | Instantaneous | free-rules 297 | V/S/M |
| 0 | Sacred Flame | Cleric | DEX 13 | 1A | 60 ft. | V,S | Instantaneous | free-rules 313 | V/S |
| 0 | Guidance | Divine Order | | 1A | Touch | V,S | Concentration, up to 1 minute | free-rules 282 | D: 1m, V/S |
| | === 1st LEVEL === | 2 Slots OO | | | | | | | |
| 0 | Cure Wounds | Cleric | | 1A | Touch | V.S | Instantaneous | free-rules 259 | V/S |
| 0 | Healing Word | Cleric | | 1BA | 60 ft. | V | Instantaneous | free-rules 284 | V |
| 0 | Bless | Cleric | | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | free-rules 247 | D: 1m, V/S/M |
| 0 | Guiding Bolt | Cleric | +5 | 1A | 120 ft. | V,S | 1 round | free-rules 282 | D: 1Rnd, V/S |
| 0 | Bane | Cleric | CHA 13 | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | free-rules 245 | D: 1m, V/S/M |
| 0 | Protection from Evil and Good | Cleric | | 1A | Touch | V,S,M | Concentration, up to 10 minutes | free-rules 309 | D: 10m, V/S/M |
| 0 | Purify Food and Drink [R] | Cleric | | 1A + 10m | 10 ft./5 ft. Sphere | V,S | Instantaneous | free-rules 310 | 5 ft. Sphere, V/S |
| 0 | Command | Cleric | WIS 13 | 1A | 60 ft. | V | Instantaneous | free-rules 251 | V |
| 0 | Sanctuary | Cleric | WIS 13 | 1BA | 30 ft. | V,S,M | 1 minute | free-rules 313 | D: 1m, V/S/M |
| 0 | Shield of Faith | Cleric | | 1BA | 60 ft. | V,S,M | Concentration, up to 10 minutes | free-rules 316 | D: 10m, V/S/M |
| 0 | Create or Destroy Water | Cleric | | 1A | 30 ft./30 ft. Cube | V,S,M | Instantaneous | free-rules 258 | 30 ft. Cube, V/S/M |
| 0 | Detect Evil and Good | Cleric | | 1A | Self/30 ft. Sphere | V,S | Concentration, up to 10 minutes | free-rules 261 | D: 10m, 30 ft. Sphere, V/S |
| 0 | Detect Poison and Disease [R] | Cleric | | 1A + 10m | Self/30 ft. Sphere | V,S,M | Concentration, up to 10 minutes | free-rules 262 | D: 10m, 30 ft. Sphere, V/S/M |
| 0 | Detect Magic [R] | Cleric | | 1A + 10m | Self/30 ft. Sphere | V,S | Concentration, up to 10 minutes | free-rules 262 | D: 10m, 30 ft. Sphere, V/S |
| 0 | Inflict Wounds | Cleric | CON 13 | 1A | Touch | V,S | Instantaneous | free-rules 288 | V/S |