

2<sup>ND</sup> LEVEL  
HUMAN CLERIC

NAME:

ONE UNIQUE THING:



BACKGROUNDS:

(+6)

(+5)

(+3)

STR	CON	DEX	INT	WIS	CHA
16	12	11	10	18	11
+3	+1	+0	+0	+4	+0

INITIATIVE → +2

## BASIC ATTACKS

MELEE (SPEAR) | +5 vs AC

Hit: 2d8+3 damage

Miss: 2 damage

RANGED (SHORTBOW) | +2 vs AC

Hit: 2d6 damage

## SPELLS

**Heal** (quick action, 1/round but 2x per battle)

You or one nearby ally can heal using a recovery.

**Bless** (quick action, 1x per day)

—One nearby ally gains a +2 attack bonus this battle, **OR**

—Up to three nearby allies (which can include you) gain a +1 attack bonus this battle.

**Cure Wounds** (quick action, 1x per day)

You or one nearby ally can heal using a free recovery.

**Javelin of Faith** (standard action, at-will)

Attack: +6 vs. PD (**one nearby enemy**)

Hit: 1d6+4 holy damage.

Miss: 2 damage.

**Shield of Faith** (quick action, 1x per day)

—One nearby ally gains a +2 bonus to AC this battle, **OR**

—Up to three nearby allies (which can include you) gain a +1 bonus to AC this battle.

**Spirits of the Righteous** (standard action, 1x per battle)

Attack: +6 vs. MD (**one nearby enemy**)

Hit: 4d6+4 holy damage, and your nearby ally with the fewest hp gains +4 AC until your next turn.

Miss: Your nearby ally with the fewest hp gains +2 AC until your next turn.

			MAX	NOW
Armor Class	AC	18	HIT POINTS	44
Physical Defense	PD	14	RECOVERIES	8
Mental Defense	MD	13	RECOVERY VALUE	2d8+1

## DOMAINS

You may use one invocation per battle (requires a quick action)

### Beer

Always: You resist poison (16+).

Once per battle: Nearby enemies get -1 to attack rolls until your next turn (-2 if they're staggered).

Invocation (standard action): Immediately cast *Bless* or *Shield of Faith* without using it up, even if you've already used the spell today. Allies get +1 on saves to end conditions.

### Community

Once per battle: You can target up to five allies (instead of three) with *Bless* or *Shield of Faith*.

Invocation: This battle, critical hits against you and nearby allies deal normal damage instead of critical damage.

### Strength

Always: Use heavy weapons without penalty.

Invocation: This battle you and your allies do triple damage on critical hits.

## RACIAL POWER

### Quick to Fight

Roll initiative twice and choose the result you want.

Feats (already accounted for): Beer, heal, toughness

Equipment: Heavy armor, Weapons, Shield, Lantern, Rope, Adventurer's kit, 20 gold pieces, symbol of Ninkash