

Name	Hein Laidon
Race	Wood Elf
Class	Cleric
Level	3
Proficiency	+2
Morphology	medium humanoid
Alignment	chaotic good
Background	Noble
X.P.	2,055
Player	Image

Ability	Score	Modifier	Saving Throws
Strength	12	+1	+1
Dexterity	18	+4	+4
Constitution	14	+2	+2
Intelligence	8	-1	-1
Wisdom	19	+4	+6 includes Cleric Saving Throw Proficiency
Charisma	10	+0	+2 includes Cleric Saving Throw Proficiency
Perception	10	+6	aka Passive Wisdom

Personality Traits	If you do me an injury, I will crush you, ruin your name, and salt your fields.
Ideals	Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)
Bonds	I will face any challenge to win the approval of my family.
Flaws	I have an insatiable desire for carnal pleasures.

FEATURES & TRAITS

Feature/Trait	Description	Background
Age	100	Elf
Height	5'5"	Elf
Weight	123#	Elf
Skin	copper	Elf
Hair	blonde	Elf
Eyes	green	Elf
Size	Medium	Elf
Fleet of Foot	35 feet	Elf
Darkvision	60 feet	Elf
Keen Senses	Perception	Elf
Fey Ancestry	Charm Saving Throws	Elf
Sleep Magic	immune	Elf
Trance	4h meditation per day	Elf
Mask of Wild	hide in light nature, e.g. foliage, rain, snow...	Wood Elf
Disciple of Life (p. 23)	Spells restore an additional 2 + spell's level hit points.	Life Domian
Preserve Life (p. 23)	As an action, restore 15 hit points divided among creatures within 30 feet (but not more the 1/2 maximum.)	Life Domian

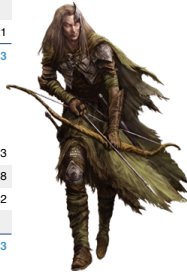
SKILLS

Proficient?	Bonus	Skill	Ability	Background
<input type="checkbox"/>	+4	Acrobatics	Dexterity	
<input type="checkbox"/>	+4	Animal Handling	Wisdom	
<input type="checkbox"/>	-1	Arcana	Intelligence	
<input type="checkbox"/>	+1	Athletics	Strength	
<input type="checkbox"/>	+0	Deception	Charisma	
<input checked="" type="checkbox"/>	+1	History	Intelligence	Noble
<input checked="" type="checkbox"/>	+6	Insight	Wisdom	Cleric
<input type="checkbox"/>	+0	Intimidation	Charisma	
<input type="checkbox"/>	-1	Investigation	Intelligence	
<input checked="" type="checkbox"/>	+6	Medicine	Wisdom	Cleric
<input type="checkbox"/>	-1	Nature	Intelligence	
<input checked="" type="checkbox"/>	+6	Perception	Wisdom	Elf
<input type="checkbox"/>	+0	Performance	Charisma	
<input checked="" type="checkbox"/>	+2	Persuasion	Charisma	Noble
<input type="checkbox"/>	-1	Religion	Intelligence	
<input type="checkbox"/>	+4	Slight of Hand	Dexterity	
<input type="checkbox"/>	+4	Stealth	Dexterity	
<input type="checkbox"/>	+4	Survival	Wisdom	

Armor Class	initiative	Speed
17	+4	35

HIT POINTS

Hit Points Maximum	24
Temporary Hit Points	
Damage	21
Current Hit Points	3



HIT DICE

Hit Dice Maximum	3
Hit Die	d8
Constitution Bonus	+2
Hit Dice	
Current Hit Dice	3

PROFICIENCIES & LANGUAGES

Proficiency/Language	Category	Background
Longsword	Weapon	Elf
Shortsword	Weapon	Elf
Longbow	Weapon	Elf
Shortbow	Weapon	Elf
Simple	Weapon	Cleric
Light Armor	Armor	Cleric
Medium Armor	Armor	Cleric
Shields	Armor	Cleric
Heavy Armor	Armor	Life Domain
Chess	Tool	Noble
Common	Language	Elf
Elvish	Language	Elf
Draconic	Language	Noble

ATTACKS AND SPELLCASTING

Name	Prepared?	Level	Atk. Bonus	Damage	Type	Casting Time	Range	Components	Duration	Properties	Refn.
Shortbow	on shoulder		+4	1d6+4	piercing	1 action	80/320	S, M (arrow)	Instantaneous	Ammunition (range 80/320), two-handed	46
Mace	right hand		+1	1d6+1	bludgeoning	1 action	melee	S, M (arrow)	Instantaneous	—	46
Turn Undead	Life Domain	2	WS saving throw	turned	Channel Divinity	1 action	30 feet			As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.	22
Sacred Flame	Known	0	DX saving throw w/o benefit from cover	1d8	Evocation	1 action	60 feet	V, S	Instantaneous	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).	100
Guiding Bolt	FALSE	1	+6	nd6, where n = 3 + spell slot level	Evocation	1 action	120 feet	V, S	1 round	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.	92
Spiritual Weapon	Life Domain	2	+6	nd8+4 where n = spell slot level/2	Evocation	1 bonus action	60 feet	V, S	1 minute	You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.	102
Hold Person	TRUE	2	0	0	Enchantment	1 action	60 feet	V, S, M (a small, straight piece of iron)	Concentration, up to 1 minute	Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.	93

DEATH SAVES

Successes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Failures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COMBAT ACTIONS

Current Hit Points	Name	Type	Level	Atk. Bonus	Casting Time	Range	Damage	Components	Duration	Properties	Refn.	-Damage +Healing	Notes
24	Sacred Flame	Evocation	0	DX saving throw w/o benefit from cover	1 action	60 feet	1d8	V, S	Instantaneous	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).	100		
24	Shortbow	piercing	0	+4	1 action	80/320	1d6+4	S, M (arrow)	Instantaneous	Ammunition (range 80/320), two-handed		46	
24	Shield of Faith	Abjuration	1	0	1 bonus action	60 feet		0 V, S, M (a small parchment with a bit of holy text written on it)	Concentration, up to 10 minutes	A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.	100		
24	Spiritual Weapon	Evocation	2	+6	1 bonus action	60 feet	nd8+4 where n = spell slot level/2	V, S	1 minute	You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.	102		
24	Shield of Faith	Abjuration	1	0	1 bonus action	60 feet		0 V, S, M (a small parchment with a bit of holy text written on it)	Concentration, up to 10 minutes	A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.	100		
24	Cure Wounds	Evocation	1	0	1 action	Touch		0 V, S	Instantaneous	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.	86		

Spell Stats

Class	Level	Proficiency Bonus	Ability	Ability Modifier	Spell Save DC	Spell Attack Bonus	Spells Prepared
Cleric	3	+2	Wisdom	+4	+14	+6	7

At 3rd level, I need to prepare 7 spells (1st or 2nd level) every morning. I can use 4 1st level and 2 2nd level slots each day.

At 4th level, I need to prepare 7 spells (1st or 2nd level) every morning. I can use 4 1st level and 2 2nd level slots each day.

SPELL SLOTS

Level	Total	Cast	Available
0	3	2	n/a
1	4	3	1
2	2	1	1
3	—	0	n/a
4	—	0	n/a

CLERIC SPELLS

Name	Prepared?	Type	Ritual	Level	Casting Time	Range	Components	Duration	Properties	Atk. Bonus	Damage	Type	Properties	Refn.
Guidance	n/a	Divination	FALSE	0	1 action	Touch	V, S	Concentration, up to 1 minute	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.					92
Light	n/a	Evocation	FALSE	0	1 action	Touch	V, M (a firefly or phosphorescent moss)	1 hour	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.					94
Resistance	Known	Abjuration	FALSE	0	1 action	Touch	V, S, M (a miniature cloak)	Concentration, up to 1 minute	You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.					99
Sacred Flame	Known	Evocation	FALSE	0	1 action	60 feet	V, S	Instantaneous	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).	DX saving throw w/o benefit from cover	1d8	radiant	must see target within 60 feet range	100
Spare the Dying	Known	Necromancy	FALSE	0	1 action	Touch	V, S	Instantaneous	You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.					101
Thaumatology	n/a	Transmutation	FALSE	0	1 action	30 feet	V	Up to 1 minute	You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: <ul style="list-style-type: none"> Your voice booms up to three times as loud as normal for 1 minute. You cause flames to flicker, brighten, dim, or change color for 1 minute. You cause harmless tremors in the ground for 1 minute. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. You instantaneously cause an unlocked door or window to fly open or slam shut. You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.					103
Bless	Life Domain	Enchantment	FALSE	1	1 action	30 feet	V, S, M (a sprinkling of holy water)	Concentration, up to 1 minute	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.					85
Command	<input type="checkbox"/>	Enchantment	FALSE	1	1 action	60 feet	V	1 round	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 DM determines how the target behaves. If the target can't follow your command, the spell ends. <ul style="list-style-type: none"> 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 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.					85
Cure Wounds	Life Domain	Evocation	FALSE	1	1 action	Touch	V, S	Instantaneous	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.					86
Detect Magic	<input type="checkbox"/>	Divination	TRUE	1	1 action	Self	V, S	Concentration, up to 10 minutes	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.					87
Guiding Bolt	<input type="checkbox"/>	Evocation	FALSE	1	1 action	120 feet	V, S	1 round	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.	+6	nd6, where n = 3 + spell slot level	radiant	120 feet range, next attack roll against target before end of next turn is advantaged	92
Healing Word	<input checked="" type="checkbox"/>	Evocation	FALSE	1	1 bonus action	60 feet	V	Instantaneous	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.					93
Inflict Wounds	<input type="checkbox"/>	Necromancy	FALSE	1	1 action	Touch	V, S	Instantaneous	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.					94

Name	Prepared?	Type	Ritual	Level	Casting Time	Range	Components	Duration	Properties	Atk. Bonus	Damage	Type	Properties	Refn.	
Sanctuary	<input checked="" type="checkbox"/>	Abjuration	FALSE	1	1 bonus action	30 feet	V, S, M (a small silver mirror)	1 minute	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.					100	
Shield of Faith	<input checked="" type="checkbox"/>	Abjuration	FALSE	1	1 bonus action	60 feet	V, S, M (a small parchment with a bit of holy text written on it)	Concentration, up to 10 minutes	A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.					100	
Aid	<input checked="" type="checkbox"/>	Abjuration	FALSE	2	1 action	30 feet	V, S, M (a tiny slip of white cloth)	8 hours	Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.					83	
Augury	<input type="checkbox"/>	Divination	TRUE	2	1 minutes	Self	V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)	Instantaneous	By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens: • Weal, for good results • Woe, for bad results • Weal and woe, for both good and bad results • Nothing, for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.					84	
Hold Person	<input checked="" type="checkbox"/>	Enchantment	FALSE	2	1 action	60 feet	V, S, M (a small, straight piece of iron)	Concentration, up to 1 minute	Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.				must see target within 60 feet range, target gets WS saving (and can try again at end of each of its turns), may effect spell slot - 1 targets within 30' of each other	93	
Lesser Restoration		Life Domain	Abjuration	FALSE	2	1 action	Touch	V, S	Instantaneous					95	
Prayer of Healing	<input checked="" type="checkbox"/>	Evocation	FALSE	2	10 minutes	30 feet	V	Instantaneous	Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + 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 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.					98	
Silence	<input type="checkbox"/>	Illusion	TRUE	2	1 action	120 feet	V, S	Concentration, up to 10 minutes	For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.					101	
Spiritual Weapon		Life Domain	Evocation	FALSE	2	1 bonus action	60 feet	V, S	1 minute		+6	nd8+4 where n = spell slot level/2	force	60 feet spell range, 5 feet melee range, bonus action: 20 feet move and 5 feet range melee attack	102
Warding Bond	<input checked="" type="checkbox"/>	Abjuration	FALSE	2	1 action	Touch	V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)	1 hour	This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.					105	

EQUIPMENT

Item	√	#	\$	W	Σ \$	Σ W	Ref.	Location	Notes
Shortbow	E	1	\$25.00	2.00	\$25.00	2.0	46	on shoulder	80/320
Mace	E	1	\$5.00	0.25	\$5.00	0.3	46	right hand	melee
Bahamat holy symbol	E	1			\$0.00	0.0		on neck	3000 years old (from Ka'lzan queendom)
Gold ring w/ emerald	E	1			\$0.00	0.0		on finger	It makes me feel safer.
	-				\$0.00	0.0			
Leather Armor	C	1	\$10.00	10.00	\$10.00	10.0	44	on body	15
Shield	C	1	\$10.00	6.00	\$10.00	6.0	44	on back	+2
Quiver	C	0			\$0.00	0.0		on shoulder	
Arrows	C	0			\$0.00	0.0		Quiver	
BACKPACK	C	1			\$0.00	0.0		on back	
Mess Kit	C	1	\$0.20	1.00	\$0.20	1.0		BACKPACK	
Tinder Box	C		\$0.50	1.00	\$0.00	0.0		BACKPACK	
Rations (1 day)	C	10	\$0.50	1.00	\$5.00	10.0		BACKPACK	
Waterskin	C	1	\$0.20	5.00	\$0.20	5.0		BACKPACK	assumes full waterskin
Rope, hempen (50')	C	1	\$1.00	10.00	\$1.00	10.0		BACKPACK	
Bedroll	C	1	\$1.00	7.00	\$1.00	7.0		BACKPACK	
Torches	C	10	\$0.01	1.00	\$0.10	10.0		BACKPACK	
Arrows	C	0	\$0.05	0.05	\$0.00	0.0		BACKPACK	
Gold Pieces	C	25	\$1.00	0.02	\$25.00	0.5		BACKPACK	
Carried					\$82.50	61.8			
Cash					\$0.00	\$0.00			
Owned					\$82.50	61.8			

Adventure	Date	xp
Atakeir Attack		
Lost City Of Ka'Izan		900
Eyeball Monster	Sun, May 24, 2015	175
Freed Slaves	Fri, Aug 21, 2015	500
Whirlpool To Pain	Fri, Oct 9, 2015	480
TOTAL		2,055
For Next Level: 4		2,700

Character Advancement (D&D, p. 10)

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
165,000	14	+5
195,000	15	+5
225,000	16	+5
265,000	17	+6
305,000	18	+6
355,000	19	+6

Cleric

Hit Die	d8	
Primary Ability	Wisdom	
Saving Throw Proficiencies	Wisdom	Charisma

A priestly champion who wields divine magic in service of a higher power

The Cleric (D&D, p. 21.)

Level	Proficiency Bonus	Features	0	1	2	3	4
1	+2	Spellcasting, Divine Domain	3	2	—	—	—
2	+2	Channel Divinity (1/rest), Divine Domain feature	3	3	—	—	—
3	+2	—	3	4	2	—	—
4	+2	Ability Score Improvement	4	4	3	—	—
5	+3	Destroy Undead (CR 1/2)	4	4	3	2	—
6	+3	Channel Divinity (2/rest), Divine Domain feature	4	4	3	3	—
7	+3	—	4	4	3	3	1
8	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature	4	4	3	3	2

Weapons (D&D, p. 46)

Name	Category	Melee/Ranged	Cost (gp)	Damage	Type	Weight (lb.)	Range	Properties	Refn.
Shortbow	Simple	Ranged	\$25.00	1d6	piercing	2.00	80/320	Ammunition (range 80/320), two-handed	46
Mace	Simple	Melee	\$5.00	1d6	bludgeoning	4.00	melee	—	46
Longsword	Martial	Melee	\$25.00	1d8	slashing	3.00	melee	Versatile (1d10)	46
Shortsword	Martial	Melee	\$10.00	1d6	piercing	2.00	melee	Finesse, light	46
Longbow	Martial	Ranged	\$50.00	1d8	piercing	2.00	150/600	Ammunition (range 150/600), heavy, two-handed	46
Club	Simple	Melee	\$0.10	1d4	bludgeoning	2.00	melee	Light	46
Dagger	Simple	Melee	\$2.00	1d4	piercing	1.00	20/60	Finesse, light, thrown (range 20/60)	46
Greatclub	Simple	Melee	\$0.20	1d8	bludgeoning	10.00	melee	Two-handed	46
Handaxe	Simple	Melee	\$5.00	1d6	slashing	2.00	20/60	Light, thrown (range 20/60)	46
Javelin	Simple	Melee	\$0.50	1d6	piercing	2.00	30/120	Thrown (range 30/120)	46
Light Hammer	Simple	Melee	\$2.00	1d4	bludgeoning	2.00	20/60	Light, thrown (range 20/60)	46
Quarterstaff	Simple	Melee	\$0.20	1d6	bludgeoning	4.00	melee	Versatile (1d8)	46
Sickle	Simple	Melee	\$1.00	1d4	slashing	2.00	melee	Light	46
Unarmed strike	Simple	Melee	—	1	bludgeoning	—	melee	—	46
Crossbow, light	Simple	Ranged	\$25.00	1d8	piercing	5.00	80/320	Ammunition (range 80/320), loading, two-handed	46
Dart	Simple	Ranged	\$0.05	1d4	piercing	0.25	20/60	Finesse, thrown (range 20/60)	46
Sling	Simple	Ranged	\$0.10	1d4	bludgeoning	—	30/120	Ammunition (range 30/120)	46