

CHARACTER NAME

20 Cleric (Life Domain)

LEVEL & CLASS

PLAYER NAME

Acolyte

BACKGROUND

Elf, Wood

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

-1

8

DEXTERITY

+4

18

CONSTITUTION

+1

12

INTELLIGENCE

0

11

WISDOM

+5

20

CHARISMA

+3

16

STR -1 DEX +4 CON +1 INT 0 WIS +11 CHA +9

RESISTANCES

Adv. vs. being charmed; Magic can't put me to sleep

SAVING THROWS

ACROBATICS (Dex) +4
ANIMAL HANDLING (Wis) +5
ARCANA (Int) 0
ATHLETICS (Str) -1
DECEPTION (Cha) +3
HISTORY (Int) 0
INSIGHT (Wis) +11
INTIMIDATION (Cha) +3
INVESTIGATION (Int) 0
MEDICINE (Wis) +11
NATURE (Int) 0
PERCEPTION (Wis) +11
PERFORMANCE (Cha) +3
PERSUASION (Cha) +9
RELIGION (Int) +6
SLEIGHT OF HAND (Dex) +4
STEALTH (Dex) [disadv.] +4
SURVIVAL (Wis) +5
TOOL

SKILLS

123
MAXIMUM
HIT POINTS

+6
PROFICIENCY
BONUS

19
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+4

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL 20 DIE d8+1 USED

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE MAX RECOVER USED

Channel Divinity 3 SR

Divine Intervention (100% chance) 1 LR

LIMITED FEATURES

ACTIONS

Channel Divinity: Turn Undead

Channel Divinity: Preserve Life

Divine Intervention

BONUS ACTIONS

REACTIONS

ACTIONS

ATTACK NAME

Shortsword

PROF ABILITY RANGE

✓ Dex

Melee

TO HIT

+10

DAMAGE

1d6+4

DAMAGE TYPE

Piercing

Finesse, light; Once per turn +2d8 radiant damage

DESCRIPTION

Sacred Flame

✓ Wis

60 ft

DC 19

4d8

Radiant

Dex save, no bonus from cover, success - no damage; 1 creature (PHB 272)

ATTACKS: WEAPONS & CANTRIPS

21 PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL


AMMUNITION

NAME TOTAL

AMMUNITION

- ◆ **Spellcasting (Cleric 1, PHB 58) [5 cantrips known]**
 - I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability
 - I can use a holy symbol as a spellcasting focus
 - I can cast my prepared cleric spells as rituals if they have the ritual tag
- ◆ **Bonus Proficiency (Life Domain 1, PHB 60)**
 - I gain proficiency with heavy armor
- ◆ **Disciple of Life (Life Domain 1, PHB 60)**
 - When I use a spell that restores hit points, it restores an additional 2 + spell level
- ◆ **Channel Divinity (Cleric 2, PHB 58) [3× per short rest]**
 - I can channel divine energy to cause an effect; the save for this is my cleric spell DC
- ◆ **Channel Divinity: Turn Undead (Cleric 2, PHB 59)**
 - As an action, all undead within 30 ft that can see/hear me must make a Wisdom save
 - If an undead fails this save, it is turned for 1 minute or until it takes any damage
 - Turned: move away, never within 30 ft of me, no reactions or actions other than Dash
 - Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds
- ◆ **Channel Divinity: Preserve Life (Life Domain 2, PHB 60) [100 hit points]**
 - As an action, I can heal any creature within 30 ft of me up to half their maximum HP
 - I divide the number of hit points among the creatures as I see fit
- ◆ **Destroy Undead (Cleric 5, PHB 59) [CR 4 or lower]**
 - An undead up to the CR above that fails its save when I use Turn Undead is destroyed
- ◆ **Blessed Healer (Life Domain 6, PHB 60)**
 - When I restore HP to another with a spell, I regain 2 + the spell's level in HP
- ◆ **Divine Strike (Life Domain 8, PHB 60) [+2d8 radiant damage]**
 - Once per turn, when I hit a creature with a weapon attack, I can do extra damage
- ◆ **Divine Intervention (Cleric 10, PHB 59) [100% chance, 1× per long rest]**
 - As an action, I can implore my deity for help; the DM determines the form of help
 - Without intervention, I can retry after a long rest; otherwise, I have to wait a week
- ◆ **Supreme Healing (Life Domain 17, PHB 60)**
 - When I restore HP with a spell, I heal the maximum amount instead of rolling the dice

[illegible][illegible]



1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

CHARACTER NAME

CLERIC

Wisdom

25

+11

DC 19

SPELLCASTING ABILITY

TO PREPARE

ATTACK MODIFIER

SAVING THROW DC

CANTRIPS

Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P 248
Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P 255
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P 259
Sacred Flame	1 creature save or 1d8 Radiant dmg; no bonus for cover on save; +1d8 at CL 5, 11, and 17	Dex	Evoc	1 a	60 ft	V,S	Instantaneous	P 272
Spare the Dying	1 living creature with 0 current hp becomes stable	—	Necro	1 a	Touch	V,S	Instantaneous	P 277

1ST LEVEL

Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 219
Command	1+1/SL crea save or follows one word command, such as approach, drop, flee, grovel, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P 223
Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P 230
Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P 250

2ND LEVEL

Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P 219
Hold Person	1+1/SL humanoid within 30 ft of each other save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P 251
Spiritual Weapon	Create weapon; spell atk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 bns	60 ft	V,S	1 min	P 278

3RD LEVEL

Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max hp from any healing	—	Abjur	1 a	30 ft	V,S	Conc, 1 min	P 217
Mass Healing Word	6 crea heal 1d4+1d4/SL+spellcasting ability modifier in hp	—	Evoc	1 bns	60 ft	V	Instantaneous	P 258
Sending	Send a 25 word message to a familiar creature; it recognizes you and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P 274

4TH LEVEL

Death Ward	Once, when crea drops to 0 hp it drops to 1 hp instead; or negates first instantaneous kill effect	—	Abjur	1 a	Touch	V,S	8 h	P 230
Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	—	Div	1 a	Self	V,S,M+	Instantaneous	P 234
Guardian of Faith	Place spectre; hostile crea in 10 ft of spectre save or 20 Radiant dmg; vanishes after it deals 60 dmg	Dex	Conj	1 a	30 ft	V	8 h	P 246

5TH LEVEL

Dispel Evil and Good	Cele., elem., fey, fiends, and undead dis. on attacks vs. you; end early for dismissal/break enchantment	—	Abjur	1 a	Self	V,S,M	Conc, 1 min	P 233
Flame Strike	10-ft rad 40-ft high all crea 4d6 Fire and 4d6 Radiant dmg; save halves; +1d6/SL Fire or Radiant	Dex	Evoc	1 a	60 ft	V,S,M	Instantaneous	P 242
Geas	1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P 244
Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	—	Evoc	1 a	60 ft	V,S	Instantaneous	P 258
Raise Dead	Restores a creature's body that has died in the last 10 days to life with 1 hp; see book (500gp cons.)	—	Necro	1 h	Touch	V,S,M+	Instantaneous	P 270

6TH LEVEL

Harm	1 crea 14d6 Necrotic dmg, reduce max hp by same; not <1 hp; save halves and no max hp reduce	Con	Necro	1 a	60 ft	V,S	Instantaneous	P 249
Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	—	Evoc	1 a	60 ft	V,S	Instantaneous	P 250

7TH LEVEL

Divine Word	Any crea save or deaf/blind/stunned/dead depending on current HP; banishes extraplanar crea	Cha	Evoc	1 bns	30 ft	V	Instantaneous	P 234
Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	—	Trans	1 min	Touch	V,S,M	1 h	P 271

8TH LEVEL

Antimagic Field	No magical effects functions in area except those created by an artefact or a deity	—	Abjur	1 a	10-ft rad	V,S,M	Conc, 1 h	P 213
Holy Aura	Any in area adv. on saves; dis. atks vs. targets; fiend/undead atk a target save or blinded (1000gp)	Con	Abjur	1 a	30 ft	V,S,M,f	Conc, 1 min	P 251

9TH LEVEL

Mass Heal	Heal up to 700 hp to any creatures in range; also cured of all diseases, blindness and deafness	—	Evoc	1 a	60 ft	V,S	Instantaneous	P 258
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