

D&D BEYOND

CHARACTER NAME <hr/>	Cleric 5 CLASS & LEVEL <hr/> Hill Dwarf RACE <hr/> Acolyte BACKGROUND <hr/> EXPERIENCE POINTS <hr/>
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STRENGTH

+2

14

DEXTERITY

+0

10

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+4

18

CHARISMA

+0

11

- +2 Strength
- +0 Dexterity
- +2 Constitution
- +0 Intelligence
- +7 Wisdom
- +3 Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

- +0 Acrobatics DEX
- +4 Animal Handling WIS
- +3 Arcana INT
- +2 Athletics STR
- +0 Deception CHA
- +0 History INT
- +7 Insight WIS
- +0 Intimidation CHA
- +0 Investigation INT
- +7 Medicine WIS
- +0 Nature INT
- +4 Perception WIS
- +0 Performance CHA
- +0 Persuasion CHA
- +3 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +4 Survival WIS
- _____
- _____
- _____

SKILLS

+0

INITIATIVE

ARMOR

18

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP <div style="font-size: 2em; font-weight: bold; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;">43</div>	Current HP <div style="border: 1px solid black; height: 20px; width: 40px; margin: 0 auto;"></div>	Temp HP <div style="border: 1px solid black; height: 20px; width: 40px; margin: 0 auto;"></div>
HIT POINTS		
Total 5d8 <div style="border: 1px solid black; height: 20px; width: 40px; margin: 0 auto;"></div> <p style="font-size: 0.7em;">HIT DICE</p>	SUCCESSSES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILURES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <p style="font-size: 0.7em;">DEATH SAVES</p>	

=== ARMOR ===
 Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
 Battleaxe, Simple Weapons, Warhammer

=== TOOLS ===
 Brewer's Supplies

=== LANGUAGES ===
 Celestial, Common, Dwarvish, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
 Standard Actions
 Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===
 Channel Divinity • 1 / Short Rest
 You can channel divine energy to fuel magical effects a number of times per short rest.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

17

PASSIVE WISDOM (INSIGHT)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+3	1d8 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Warhammer, +1	+6	1d8+3 Bludgeoning	Martial, Versatile
Unarmed Strike	+5	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

Cleric 5		PLAYER NAME
CLASS & LEVEL		
Hill Dwarf	Acolyte	
RACE	BACKGROUND	EXPERIENCE POINTS

=== CLERIC FEATURES ===

*** Hit Points • PHB 17**

*** Proficiencies • PHB 17**

*** Spellcasting • PHB 18**
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 15, Spell Attack +7) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus. You can prepare 9 spells.

*** Divine Domain • PHB 18**
You choose a divine domain that grants you additional spells and other features related to your deity.

| Life Domain

*** Bonus Proficiency • PHB 18**
You gain proficiency with heavy armor.

*** Disciple of Life • PHB 19**
Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

*** Channel Divinity • PHB 19**
You can channel divine energy to fuel magical effects a number of times per short rest

| 1 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

*** Channel Divinity: Preserve Life • PHB 19**
As an action, you can use Channel Divinity and present your holy symbol to restore up to 25 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.

| 1 Action

*** Ability Score Improvement • PHB 19**

*** Destroy Undead • PHB 19**
When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

=== HILL DWARF RACIAL TRAITS ===

*** Darkvision • PHB 20**
You can see in darkness (shades of gray) up to 60 ft.

*** Dwarven Resilience • PHB 20**
You have advantage on saves against poison and resistance against poison damage.

*** Dwarven Combat Training • PHB 20**
You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

*** Tool Proficiency • PHB 20**
You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

*** Stonecunning • PHB 20**
Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

*** Dwarven Toughness • PHB 20**
Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

FEATURES & TRAITS

CP	0		QTY	WEIGHT		QTY	WEIGHT
		Shield	1	6 lb.	Block of Incense	2	--
		Chain Mail	1	55 lb.	Censer	1	--
SP	0	Crossbow, Light	1	5 lb.	Vestments	2	--
		Warhammer, +1	1	2 lb.	Holy Symbol	1	--
EP	0	Crossbow Bolts	20	1.5 lb.			
		Backpack	1	5 lb.			
GP	185	Blanket	1	3 lb.			
		Candle	10	--			
PP	0	Clothes, Common	1	3 lb.			
		Potion of Healing	3	1.5 lb.			
	WEIGHT CARRIED	Rations (1 day)	2	4 lb.			
	94 lb.	Tinderbox	1	1 lb.			
	ENCUMBERED	Waterskin	1	5 lb.			
	210 lb.	Reliquary	1	2 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	PUSH/DRAG/LIFT	Alms Box	1	--			
	420 lb.						

EQUIPMENT



		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
O Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O Resistance <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 minute	PHB 272	D: 1m, V/S/M
O Sacred Flame	Cleric	DEX 15	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O Spare the Dying	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 277	V/S
=== 1st LEVEL ===		4 Slots OOOO						
O Bane <C>	Cleric	CHA 15	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O Command	Cleric	WIS 15	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
O Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O Detect Evil and Good <C>	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Magic [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease [R]<C>	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
O Guiding Bolt	Cleric	+7	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O Inflict Wounds	Cleric	+7	1A	Touch	V,S	Instantaneous	PHB 253	V/S
O Protection from Evil and Good <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
O Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O Sanctuary	Cleric	WIS 15	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O Shield of Faith <C>	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
P Bless <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
P Cure Wounds	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
=== 2nd LEVEL ===		3 Slots OOO						
O Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O Blindness/Deafness	Cleric	CON 15	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
O Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
O Hold Person <C>	Cleric	WIS 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O Locate Object <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
O Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O Silence [R]<C>	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
O Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O Zone of Truth	Cleric	CHA 15	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
O Calm Emotions <C>	Cleric	CHA 15	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
P Lesser Restoration	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P Spiritual Weapon	Cleric (Always Prepared)	+7	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
=== 3rd LEVEL ===		2 Slots OO						
O Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
O Bestow Curse <C>	Cleric	WIS 15	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O Clairvoyance <C>	Cleric	--	10m	1 miles	V,S,M	Concentration, up to 10 minutes	PHB 222	D: 10m, V/S/M
O Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O Daylight	Cleric	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	V/S

SPELLS

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<input type="radio"/> Feign Death [R]	Cleric	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
<input type="radio"/> Glyph of Warding	Cleric	DEX 15	1h	Touch	V,S,M	Until dispelled or triggered	PHB 245	D: Until Dispelled or Triggered, V/S/M
<input type="radio"/> Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
<input type="radio"/> Magic Circle	Cleric	CHA 15	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
<input type="radio"/> Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
<input type="radio"/> Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
<input type="radio"/> Protection from Energy <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
<input type="radio"/> Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
<input type="radio"/> Sending	Cleric	--	1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
<input type="radio"/> Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
<input type="radio"/> Spirit Guardians <C>	Cleric	WIS 15	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, V/S/M
<input type="radio"/> Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
<input type="radio"/> Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
<input type="radio"/> Fast Friends <C>	Cleric	WIS 15	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
<input type="radio"/> Incite Greed <C>	Cleric	WIS 15	1A	30 ft.	V,S,M	Concentration, up to 1 minute	AI 76	D: 1m, V/S/M
<input type="radio"/> Motivational Speech	Cleric	--	1m	60 ft.	V	1 hour	AI 77	D: 1h, V
<input type="radio"/> Beacon of Hope <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
<input type="radio"/> Revivify	Cleric (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M

SPELLS