

Cleric2

CHARACTER NAME

Cleric 20

CLASS & LEVEL

Lightfoot Halfling

RACE

Gladiator

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+2

15

CONSTITUTION

+1

12

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

-1

9

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☒ +8 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +8 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +2 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

Mace

ATK BONUS

+8

DAMAGE/TYPE

1d6+2/b

Armor: Scale Mail

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields, all simple weapons, martial weapons.

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Brave
--By Popular Demand
--Channel Divinity (3x/SR)
--Channel Divinity: Touch of Death
--Channel Divinity: Turn Undead
--Destroy Undead (CR 4)
--Divine Intervention
--Divine Strike (2d8)
--Halfling Nimbleness
--Improved Reaper
--Inescapable Destruction
--Lucky
--Naturally Stealthy
--Reaper

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Cleric 20

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

Light (V,M)

Sacred Flame (V,S)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☒ Bless (V,S,M) (C)

☒ Cure Wounds (V,S)

☒ False Life (V,S,M)

☒ Ray Of Sickness (V,S)

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☒ Aid (V,S,M)

☒ Blindnessdeafness (V)

☒ Hold Person (V,S,M) (C)

☒ Ray Of Enfeeblement (V,S) (C)

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☒ Animate Dead (V,S,M)

☒ Daylight (V,S)

☒ Vampiric Touch (V,S) (C)

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☒ Banishment (V,S,M) (C)

☒ Blight (V,S)

☒ Death Ward (V,S)

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☒ Antilife Shell (V,S) (C)

☒ Cloudkill (V,S) (C)

☒ Geas (V)

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☒ Heal (V,S)

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SPILLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Death Domain

The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul, and Wee Jas are patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis, Bhaal, and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and the underworld (Hades and Hel)..

Features

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

By Popular Demand

Source: Background (Entertainer)

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a nobles court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Channel Divinity (3x/SR)

Source: Cleric

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Touch of Death

Source: Cleric (Death Domain)

Starting at 2nd level, you can use Channel Divinity to destroy another creature's life force by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice your cleric level.

Channel Divinity: Turn Undead

Source: Cleric

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.

A turned creature must spend its turns trying to move as far away from you as it can, and it cant willingly move to a space within 30 feet of you. It also cant take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If theres nowhere to move, the creature can use the Dodge action.

Destroy Undead (CR 4)

Source: Cleric

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Divine Intervention

Source: Cleric

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deities aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If

you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Strike (2d8)

Source: Cleric (Death Domain)

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Halfling Nimbleness

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

Improved Reaper

Source: Cleric (Death Domain)

Starting at 17th level, when you cast a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, you must provide them for each target.

Inescapable Destruction

Source: Cleric (Death Domain)

Starting at 6th level, your ability to channel negative energy becomes more potent. Necrotic damage dealt by your cleric spells and Channel Divinity options ignores resistance to necrotic damage.

Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy

Source: Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Reaper

Source: Cleric (Death Domain)

At 1st level, you learn one necromancy cantrip of your choice from any spell list. When you cast a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Magic Items

Spell Descriptions

Cleric2

Aid

Abjuration Level 2

Casting Time: 1 action

Duration: 8 hours

Range: 30 feet

Components: V, S, M (A tiny strip of white cloth)

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each targets 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 targets hit points increase by an additional 5 for each slot level above 2nd.

Animate Dead

Necromancy Level 3

Casting Time: 1 minute

Duration: Instantaneous

Range: 10 feet

Components: V, S, M (A drop of blood, a piece of flesh, and a pinch of bone dust)

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creatures game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command youve given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level

above 3rd. Each of the creatures must come from a different corpse or pile of bones.

Antilife Shell

Abjuration Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Self (10-foot radius)

Components: V, S

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affect creature is forced to pass through the barrier, the spell ends.

Banishment

Abjuration Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (An item distasteful to the target)

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence youre on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence that the one youre on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesnt return.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Bless

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

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.

Blight

Necromancy Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Blindness/deafness

Necromancy Level 2

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: V

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Cloudkill

Conjuration Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Cure Wounds

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

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.

Daylight

Evocation Level 3

Casting Time: 1 action

Duration: 1 hour

Range: 60 feet

Components: V, S

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Death Ward

Abjuration Level 4

Casting Time: 1 action

Duration: 8 hours

Range: Touch

Components: V, S

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

False Life

Necromancy Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

Components: V, S, M (A small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain $1d4 + 4$ temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Geas

Enchantment Level 5

Casting Time: 1 minute

Duration: 30 days

Range: 60 feet

Components: V

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes $5d10$ psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

At Higher Levels: When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

Heal

Evocation Level 6

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. The spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Hold Person

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (A small, straight piece of iron)

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.

Light

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

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.

Ray Of Enfeeblement

Necromancy Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only

half damage with weapon attacks that use Strength until the spell ends.

At the end of each of the targets turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Ray Of Sickness

Necromancy Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

A ray of sickening greenish energy lashes out toward a creature within range.

Make a ranged spell attack against the target. On a hit, the target takes **2d8** poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by **1d8** for each slot level above 1st.

Sacred Flame

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

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.

At Higher Levels: The spells damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

Vampiric Touch

Necromancy Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: V, S

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes **3d6** necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.