

## 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, heavy armor.

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)

--Avatar of Battle

--Brave

--By Popular Demand

--Channel Divinity (3x/SR)

--Channel Divinity: Guided Strike

--Channel Divinity: Turn Undead

--Channel Divinity: War Gods Blessing

--Destroy Undead (CR 4)

--Divine Intervention

--Divine Strike (2d8)

--Halfling Nimbleness

--Lucky

--Naturally Stealthy

--War Priest (2x/LR)

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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)

☒ Divine Favor (V,S) (C)

☒ Shield of Faith (V,S,M) (C)

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☒ Aid (V,S,M)

☒ Hold Person (V,S,M) (C)

☒ Magic Weapon (V,S) (C)

☒ Spiritual Weapon (V,S)

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☒ Crusader's Mantle (V) (C)

☒ Daylight (V,S)

☒ Spirit Guardians (V,S,M) (C)

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☒ Banishment (V,S,M)

☒ Freedom of Movement (V,S,M)

☒ Stoneskin (V,s,m) (C)

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☒ Flame Strike (V,S,M)

☒ Geas (V)

☒ Hold Monster (V,S,M) (C)

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☒ Heal (V,S)

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SPELLS KNOWN

# Features and Magic Items

## Cleric2

### Subclasses

#### Subclass: War Domain

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of war include champions of honor and chivalry (such as Torm, Heironoeus, and KiriJolith) as well as gods of destruction and pillage (such as Erythnul, the Fury, Gruumsh, and Ares) and gods of conquest and domination (such as Bane, Hextor, and Maglubiyet). Other war gods (such as Tempus, Nike, and Nuada) take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

### Features

#### Avatar of Battle

**Source:** Cleric (War Domain)

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

#### 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: Guided Strike

**Source:** Cleric (War Domain)

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

#### 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.

#### Channel Divinity: War Gods Blessing

**Source:** Cleric (War Domain)

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

## 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 (War Domain)

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon 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.

## 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.

## War Priest (2x/LR)

**Source:** Cleric (War Domain)

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## Magic Items

# Spell Descriptions

## Cleric2

### Light

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, M (a firefly or phosphorescent moss)

**Duration:** 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.

### Sacred Flame

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

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

### Bless

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** 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.

### Cure Wounds

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** 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.

### Divine Favor

*Evocation Level 1 (concentration)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, Up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

### Shield of Faith

*Abjuration Level 1 (concentration)*

**Casting Time:** 1 bonus action

**Range:** 60 ft

**Components:** V, S, M (a small parchment with a bit of holy text written on it)

**Duration:** 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.

### Aid

*Abjuration Level 2*

**Casting Time:** 1 action

**Range:** 30 ft

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

**Duration:** 8 hours

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.

## Hold Person

*Enchantment Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

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

**Duration:** 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.

## Magic Weapon

*Transmutation Level 2 (concentration)*

**Casting Time:** 1 bonus action

**Range:** 60 ft

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## Spiritual Weapon

*Evocation Level 2*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** 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 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

## Crusader's Mantle

*Evocation Level 3 (concentration)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

## Daylight

*Evocation Level 3*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

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.

## Spirit Guardians

*Conjuration Level 3 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a holy symbol)

**Duration:** Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## Banishment

*Abjuration Level 4*

**Casting Time:** 1 action

**Range:** 60 ft

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

**Duration:** 1 minutes

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

If the target is native to the plane of existence you're 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 than the one you're 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 doesn't 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.

## Freedom of Movement

*Abjuration Level 4*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a leather strap, bound around the arm or a similar appendage)

**Duration:** 1 hour

You touch a willing creature. For the duration, the targets movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the targets speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the targets movement or attacks.

## Stoneskin

*Abjuration Level 4 (concentration)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, s, m

**Duration:** Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

## Flame Strike

*Evocation Level 5*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (pinch of sulfur)

**Duration:** Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

## Geas

*Enchantment Level 5*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V

**Duration:** 30 days

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.

## Hold Monster

*Enchantment Level 5 (concentration)*

**Casting Time:** 1 action

**Range:** 90 feet

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

**Duration:** Concentration, Up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. 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 6th level or higher, you can target on additional crea-

ture for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

## Heal

*Evocation Level 6*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

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. This 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.