

D&D BEYOND

CHARACTER NAME

Cleric 5

CLASS & LEVEL

PLAYER NAME

Hill Dwarf

RACE

Acolyte

BACKGROUND

EXPERIENCE POINTS

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

Current HP

Temp HP

43

--

HIT POINTS

Total 5d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== 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

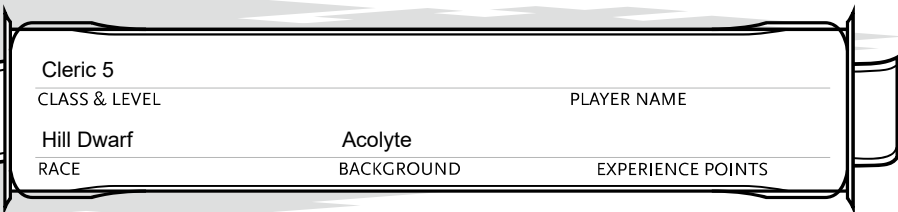
Martial, Versatile

Unarmed Strike

+5

3 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Cleric

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

WIS

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

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"/> Beacon of Hope <C>	Cleric (Always Prepare--		1A	30 ft.	V, S	Concentration, up to 1 mi	PHB 217	D: 1m, V/S
<input type="radio"/> Revivify	Cleric (Always Prepare--		1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M