D&D BEYOND

CHARACTER NAME

Life Cleric 5 — CLASS & LEVEL

PLAYER NAME

Human — SPECIES

Acolyte — BACKGROUND

(Milestone) — EXPERIENCE POINTS

STRENGTH 13 (+1)

DEXTERITY 12 (+1)

CONSTITUTION 14 (+2)

INTELLIGENCE 10 (+0)

WISDOM 18 (+4)

CHARISMA 10 (+0)

- ○ +1 Strength
- ○ +1 Dexterity
- ○ +2 Constitution
- ○ +0 Intelligence
- ⏻ +7 Wisdom
- ⏻ +3 Charisma

Saving Throw Modifiers

SAVING THROWS

- ○ +1 Acrobatics DE
- ○ +4 Animal Handling WIS
- ○ +4 Arcana INT
- ○ +1 Athletics STR
- ○ +0 Deception CHA
- ₱ +3 History INT
- ₱ +7 Insight WIS
- ○ +0 Intimidation CHA
- ○ +0 Investigation INT
- ₱ +7 Medicine WIS
- ○ +0 Nature INT
- ₱ +7 Perception WIS
- ○ +0 Performance CHA
- ○ +0 Persuasion CHA
- ₱ +7 Religion INT
- ○ +1 Sleight of Hand DEX
- ○ +1 Stealth DEX
- ○ +4 Survival WIS
- ○ ___ _____
- ○ ___ _____
- ○ ___ _____

SKILLS

+4 **INITIATIVE**

ARMOR 17 **CLASS**

DEFENSES

HEROIC INSPIRATION

+3 **PROFICIENCY BONUS**

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
38		--

HIT POINTS

Total 5d8 — HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Calligrapher's Supplies

=== LANGUAGES ===
Common, Common Sign Language, Draconic

PROFICIENCIES & TRAINING

=== ACTIONS ===
Standard Actions
Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

Channel Divinity " 2 / Long Rest
You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class ' s Channel Divinity, you can choose which effect to create. You can use this class ' s Channel Divinity 2 times per Long Rest, but can regain one expended use after finishing a Short Rest.

ACTIONS

17 PASSIVE PERCEPTION

17 PASSIVE INSIGHT

10 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+4	1d8+1 Pierc	Simple, Ammunition, Loa
Mace	+4	1d6+1 Blud	Simple, Sap
Unarmed Strike	+4	2 Bludgeon	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME

Life Cleric 5		
CLASS & LEVEL		PLAYER NAME
Human	Acolyte	(Milestone)
SPECIES	BACKGROUND	EXPERIENCE POINTS

=== CLERIC FEATURES ===

* Core Cleric Traits " PHB-2024 69

* Spellcasting " PHB-2024 69

* Divine Order " PHB-2024 70

| Thaumaturge "
You know one extra cantrip from the Cleric spell list. You also have a +4 bonus to your Arcana and Religion checks.

* Channel Divinity " PHB-2024 70
You can channel energy directly from the Outer Planes to fuel magical effects. When you use this class ' s Channel Divinity, you can choose which effect to create. You can use this class ' s Channel Divinity 2 times per Long Rest, but can regain one expended use after finishing a Short Rest.

If your Channel Divinity requires a saving throw, the DC equals your Cleric spell save DC (DC 15).

| 2 / Long Rest " 1 Action

| Channel Divinity: Divine Spark: 1 Action

| Channel Divinity: Turn Undead: 1 Action

* Cleric Subclass " PHB-2024 71

| Life Domain

* Disciple of Life " PHB-2024 73
When a spell you cast with a spell slot restores HP to a creature, that creature regains an additional 2 + the spell slot ' s level.

* Life Domain Spells " PHB-2024 73
Domain Spells table, you always have the listed spells prepared.

* Preserve Life " PHB-2024 73
As a Magic Action, you can expend a use of your Channel Divinity to restore 25 HP to Bloodied creatures within 30 ft. of yourself (which can include you), and divide the HP among them. This feature can only restore a creature up to half its maximum HP.

| Channel Divinity: Preserve Life: 1 Action

* Ability Score Improvement " PHB-2024 71

* Sear Undead " PHB-2024 71
Whenever you use Turn Undead, any Undead that fails its saving throw takes 4d8 Radiant damage. This damage doesn ' t end the turn effect.

| Channel Divinity: Sear Undead: 1 Action

=== HUMAN SPECIES TRAITS ===

* Creature Type " PHB-2024 194
You're a Humanoid.

* Size " PHB-2024 194
Your Size is Medium or Small, chosen when you select this species.

* Speed " PHB-2024 194
Your Speed is 30 ft.

* Resourceful " PHB-2024 194
You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful " PHB-2024 193
You gain proficiency in one skill of your choice.

* Versatile " PHB-2024 194
You gain an Origin feat of your choice.

=== FEATS ===

* Ability Score Improvement " PHB-2024 202
Increase one ability score by 2 or two ability scores by 1.

* Alert " PHB-2024 200
Initiative Proficiency. When you roll Initiative, add +3 to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can ' t make this swap if you or the ally has the Incapacitated condition.

* Acolyte Ability Score Improvements " PHB-2024 178

| Increase two scores (+2 / +1) "

* Magic Initiate (Cleric) " PHB-2024 201
Two Cantrips. You learn two cantrips of your choice from the Cleric spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Cleric spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once,

FEATURES & TRAITS

CP	SP	EP	GP	PP
0	0	0	13	0

WEIGHT CARRIED 83.5 lb.
ENCUMBERED 195 lb.
PUSH/DRAG/LIFT 390 lb.

NAME	QTY	WEIGHT
Potion of Healing	2	1 lb.
Shield	1	6 lb.
Mace	1	4 lb.
Parchment	10	--
Backpack	1	5 lb.
Robe	1	4 lb.
Book	1	5 lb.
Amulet	1	1 lb.
Holy Symbol	1	--
Rations	7	14 lb.
Blanket	1	3 lb.
Tinderbox	1	1 lb.
Lamp	1	1 lb.
Holy Water	1	1 lb.
Calligrapher's Supplies	1	5 lb.

NAME	QTY	WEIGHT
Crossbow Bolt Case	1	1 lb.
Crossbow, Light	1	5 lb.
Bolts	20	1.5 lb.
Crowbar	1	5 lb.
Antitoxin	1	--
Breastplate	1	20 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Human	Acolyte	(Milestone)
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but you must choose a different spell list each time.

| Wisdom "

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

=== RECCOMMENDED ACTIONS ===

* Cure Wounds if in melee range
* Healing Word if at a distance
* Aura of Vitality for long term ranged healing
* Ranged Spell Attack - Guiding Bolt or Sacred Flame
* Melee attack Mace attack

ADDITIONAL NOTES

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Cleric

SPELLCASTING CLASS

WIS	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
o	Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB-2	D: 1m, V
o	Sacred Flame	Cleric	DEX	1A	60 ft.	V,S	Instantar	PHB-2	V/S
o	Mending	Cleric	--	1m	Touch	V,S,M	Instantar	PHB-2	V/S/M
o	Spare the Dying	Cleric	--	1A	15 ft.	V,S	Instantar	PHB-2	V/S
o	Guidance	Magic Initiate (C	--	1A	Touch	V,S	Concent	PHB-2	D: 1m, V/S
o	Sacred Flame	Magic Initiate (C	DEX	1A	60 ft.	V,S	Instantar	PHB-2	V/S
o	Light	Divine Order	--	1A	Touch	V,M	1 hour	PHB-2	D: 1h, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
o	Guiding Bolt	Cleric	+7	1A	120 ft.	V,S	1 round	PHB-2	D: 1Rnd, V/S
o	Command	Cleric	WIS	1A	60 ft.	V	Instantar	PHB-2	V
o	Detect Magic [R]	Cleric	--	1A	Self/30 f	V,S	Concent	PHB-2	D: 10m, 30 ft. Sphere, V/S
o	Healing Word	Cleric	--	1BA	60 ft.	V	Instantar	PHB-2	V
P	Cure Wounds	Cleric (Always P	--	1A	Touch	V,S	Instantar	PHB-2	V/S
P	Bless	Cleric (Always P	--	1A	30 ft.	V,S,M	Concent	PHB-2	D: 1m, V/S/M
o	Healing Word	Magic Initiate (C	--	1BA	60 ft.	V	Instantar	PHB-2	1/LR, V
o	Inflict Wounds	Cleric	CON	1A	Touch	V,S	Instantar	PHB-2	V/S
o	Detect Poison and D	Cleric	--	1A	Self/30 f	V,S,M	Concent	PHB-2	D: 10m, 30 ft. Sphere, V/S/M
o	Bane	Cleric	CHA	1A	30 ft.	V,S,M	Concent	PHB-2	D: 1m, V/S/M
o	Protection from Evil	Cleric	--	1A	Touch	V,S,M	Concent	PHB-2	D: 10m, V/S/M
o	Purify Food and Drir	Cleric	--	1A	10 ft./5 f	V,S	Instantar	PHB-2	5 ft. Sphere, V/S
o	Sanctuary	Cleric	WIS	1BA	30 ft.	V,S,M	1 minute	PHB-2	D: 1m, V/S/M
o	Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concent	PHB-2	D: 10m, V/S/M
o	Create or Destroy W	Cleric	--	1A	30 ft./30	V,S,M	Instantar	PHB-2	30 ft. Cube, V/S/M
o	Detect Evil and Goo	Cleric	--	1A	Self/30 f	V,S	Concent	PHB-2	D: 10m, 30 ft. Sphere, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
o	Enhance Ability	Cleric	--	1A	Touch	V,S,M	Concent	PHB-2	D: 1h, V/S/M
o	Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dis	PHB-2	D: Until Dispelled, V/S/M
o	Silence [R]	Cleric	--	1A	120 ft./2	V,S	Concent	PHB-2	D: 10m, 20 ft. Sphere, V/S
o	Gentle Repose [R]	Cleric	--	1A	Touch	V,S,M	10 days	PHB-2	D: 10d, V/S/M
o	Hold Person	Cleric	WIS	1A	60 ft.	V,S,M	Concent	PHB-2	D: 1m, V/S/M
o	Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantar	PHB-2	V
o	Spiritual Weapon	Cleric	+7	1BA	60 ft.	V,S	Concent	PHB-2	D: 1m, V/S
P	Aid	Cleric (Always P	--	1A	30 ft.	V,S,M	8 hours	PHB-2	D: 8h, V/S/M
P	Lesser Restoration	Cleric (Always P	--	1BA	Touch	V,S	Instantar	PHB-2	V/S
o	Blindness/Deafness	Cleric	CON	1A	120 ft.	V	1 minute	PHB-2	D: 1m, V
o	Calm Emotions	Cleric	CHA	1A	60 ft./20	V,S	Concent	PHB-2	D: 1m, 20 ft. Sphere, V/S
o	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2	D: 1h, V/S/M
o	Zone of Truth	Cleric	CHA	1A	60 ft./15	V,S	10 minut	PHB-2	D: 10m, 15 ft. Sphere, V/S
o	Augury [R]	Cleric	--	11m	Self	V,S,M	Instantar	PHB-2	V/S/M
o	Find Traps	Cleric	--	1A	120 ft.	V,S	Instantar	PHB-2	V/S
o	Protection from Pois	Cleric	--	1A	Touch	V,S	1 hour	PHB-2	D: 1h, V/S
o	Locate Object	Cleric	--	1A	Self	V,S,M	Concent	PHB-2	D: 10m, V/S/M

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Cleric

SPELLCASTING CLASS

WIS	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 3rd LEVEL ===2 Slots OO								
o	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB-2	D: 1h, V/M
o	Daylight	Cleric	--	1A	60 ft./60	V,S	1 hour	PHB-2	D: 1h, 60 ft. Sphere, V/S
o	Magic Circle	Cleric	CHA	1m	10 ft./10	V,S,	1 hour	PHB-2	D: 1h, 10 ft. Cylinder, V/S/M
o	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantar	PHB-2	Special: (See Description)*, V
o	Speak with Dead	Cleric	--	1A	10 ft.	V,S,	10 minut	PHB-2	D: 10m, V/S/M
P	Mass Healing Word	Cleric (Always I	--	1B/	60 ft.	V	Instantar	PHB-2	V
P	Revivify	Cleric (Always I	--	1A	Touch	V,S,	Instantar	PHB-2	V/S/M
o	Water Walk [R]	Cleric	--	1A	30 ft.	V,S,	1 hour	PHB-2	D: 1h, V/S/M
o	Meld into Stone [R]	Cleric	--	1A	Touch	V,S	8 hour	PHB-2	D: 8h, V/S
o	Create Food and W	Cleric	--	1A	30 ft.	V,S	Instantar	PHB-2	V/S
o	Spirit Guardians	Cleric	WIS	1A	Self/15	V,S,	Concent	PHB-2	D: 10m, 15 ft. Emanation, V/S
o	Animate Dead	Cleric	--	1m	10 ft.	V,S,	Instantar	PHB-2	V/S/M
o	Feign Death [R]	Cleric	--	1A	Touch	V,S,	1 hour	PHB-2	D: 1h, V/S/M
o	Aura of Vitality	Cleric	--	1A	Self/30	V	Concent	PHB-2	D: 1m, 30 ft. Emanation, V
o	Protection from Ene	Cleric	--	1A	Touch	V,S	Concent	PHB-2	D: 1h, V/S
o	Beacon of Hope	Cleric	--	1A	30 ft.	V,S	Concent	PHB-2	D: 1m, V/S
o	Bestow Curse	Cleric	WIS	1A	Touch	V,S	Concent	PHB-2	D: 1m, V/S
o	Remove Curse	Cleric	--	1A	Touch	V,S	Instantar	PHB-2	V/S
o	Glyph of Warding	Cleric	DEX	1h	Touch	V,S,	Until dis	PHB-2	D: Until Dispelled or Triggered
o	Clairvoyance	Cleric	--	10n	1 mile	V,S,	Concent	PHB-2	D: 10m, V/S/M
o	Sending	Cleric	--	1A	Unlimite	V,S,	Instantar	PHB-2	V/S/M

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