



DANOM

Cleric 9 (Domain of War)	52,320	
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
Human	Soldier	
RACE/ANCESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID

STR
+2
14

+4 PROFICIENCY BONUS

DEX
+0
11

SAVING THROWS

CON
+3
16

+2 Strength Saves

+0 Dexterity Saves

+3 Constitution Saves

+0 Intelligence Saves

+8 Wisdom Saves *

+4 Charisma Saves *

* Prof. bonus added

INT
+0
11

SKILLS

WIS
+4
18

+0 Acrobatics (*Dex*)

+4 Animal Handling (*Wis*)

+0 Arcana (*Int*)

+6 Athletics (*Str*) *

+0 Deception (*Cha*)

+0 History (*Int*)

+8 Insight (*Wis*) *

+4 Intimidation (*Cha*) *

+0 Investigation (*Int*)

+4 Medicine (*Wis*)

+0 Nature (*Int*)

+4 Perception (*Wis*)

+0 Performance (*Cha*)

+4 Persuasion (*Cha*) *

+4 Religion (*Int*) *

+0 Sleight of Hand (*Dex*)

+0 Stealth (*Dex*) (*Disadv.*)

+4 Survival (*Wis*)

CHA
+0
11

* Prof. bonus added

14 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: gaming set (dice set), vehicles (land craft)

Saving Throws: Wisdom, Charisma

Skills: Athletics, Insight, Intimidation, Persuasion, Religion

Languages: Common, Orc, Draconic

ENCUMBRANCE

Lifting & Carrying: 210 lbs. max. carrying capacity; 420 lbs. pushing or dragging (speed -5 ft.); 420 lbs. max. lift.

MAGIC SPELLS

Spellcasting [PHB p. 201]

ARMOR CLASS (AC)

INITIATIVE

16

+0

30 ft.

Armor Worn: scale mail, shield

HIT POINTS

HIT DICE

75

9d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Mace. Melee Weapon Attack: +6 to hit, reach 5 ft. Hit: 1d6+2 bludgeoning damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit. Hit: 1d8+0 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

War Caster Feat [PHB p. 170]: Adv. on Constitution saves to maintain concentration when hit, cast somatic even when something in both hands, cast spell for opportunity attack reaction. No special notes.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), mace, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 535 gold pieces (gp); 15 silver pieces (sp); 65 copper pieces (cp); 3 gems (worth 100 gp each)

Spell Attack Modifier +8

Spell Save DC 16

FEATURES, TRAITS & MORE

Alignment: Neutral Evil. I lack compassion and do whatever I want, promoting control over others above all else.

Soldier Background [PHB p. 140]

• Feature: Military Rank.

• Tech: Medieval / Steel Age.

• Traits: Comes from family of soldiers. Being blackmailed by a devil.

• Ideal: Justice is determined by individuals, not laws.

• Bond: Reputation as merciful.

• Flaw: Lets attractive foes escape.

Human Traits [PHB p. 29]

• Creature Type: Humanoid

• Age: 36 years old

• Medium Size (6' 0", 238 lbs.)

Cleric Class Features [PHB p. 57]

• Ritual Casting

• War Priest (if attack action, add attack as bonus action, up to uses per day)

• Channel Divinity (2 uses betw. short or long rests)

• Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)

• Channel Divinity: Guided Strike (+10 to attack)

• Destroy Undead (CR 1 or lower)

• Channel Divinity: War God's Blessing (+10 to attack to ally)

• Divine Strike (+1d8 damage once per turn)

Cantrips Known: Guidance, Resistance, Spare the Dying, Thaumaturgy

https://fastcharacter.com/results.php

1/3

Prepared Spells

- 1st Level (4 slots): *Divine Favor**, *Shield Of Faith**, *Cure Wounds*, *Command*
- 2nd Level (3 slots): *Magic Weapon**, *Spiritual Weapon**, *Hold Person*, *Enhance Ability*
- 3rd Level (3 slots): *Crusader's Mantle**, *Spirit Guardians**, *Remove Curse*, *Clairvoyance*, *Dispel Magic*, *Magic Circle*
- 4th Level (3 slots): *Freedom Of Movement**, *Stoneskin**, *Control Water*, *Banishment*, *Death Ward*
- 5th Level (1 slot): *Flame Strike**, *Hold Monster**, *Raise Dead*, *Commune*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

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Page number references...

[PHB] = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601).

[DMG] = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

[MM] = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERftLW] = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[MOot] = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MTOf] = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[TCoe] = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are [available from a gaming store near you](#).

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro--Bard-College-Option>

DOWNLOADS

[Basic Rules] = *Dungeons & Dragons Basic Rules*, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = *Elemental Evil Player's Companion*, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = *Unearthed Arcana: Eberron (v.1)*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = *Unearthed Arcana: Waterborne Adventures*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = *Unearthed Arcana: Modern Magic*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's [My New D20 Modern Campaign](#) conversion notes from his 2015 website article on [Wizards.com](#).

[UA May 2018] = *Unearthed Arcana: Centaurs And Minotaurs*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = *Unearthed Arcana: Folk Of The Feywild*, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = *Unearthed Arcana: Travelers Of The Multiverse*, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = *The Turtle Package*, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

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