D&D BEYOND

Theratis Wyrmsbane

CHARACTER NAME

Cleric 4 [Forge Domain]
CLASS & LEVEL

PLAYER NAME

Hill Dwarf
RACE

Folk Hero
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+2	15
DEXTERITY	+0	10
CONSTITUTION	+2	15
INTELLIGENCE	+0	10
WISDOM	+4	18
CHARISMA	-1	8

○	+2	Strength
○	+0	Dexterity
○	+2	Constitution
○	+0	Intelligence
⊙	+6	Wisdom
⊙	+1	Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

○	+0	Acrobatics	DEX
Ⓟ	+6	Animal Handling	WIS
○	+0	Arcana	INT
○	+2	Athletics	STR
○	-1	Deception	CHA
○	+0	History	INT
Ⓟ	+6	Insight	WIS
○	-1	Intimidation	CHA
○	+0	Investigation	INT
○	+4	Medicine	WIS
○	+0	Nature	INT
○	+4	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
Ⓟ	+2	Religion	INT
○	+0	Sleight of Hand	DEX
○	+0	Stealth	DEX
Ⓟ	+6	Survival	WIS
○			
○			
○			

SKILLS

+0
INITIATIVE

ARMOR
18
CLASS

Resistances - Poison
DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
35		--

HIT POINTS

Total 4d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== WEAPONS ===
Battleaxe, Simple Weapons, Warhammer

=== TOOLS ===
Brewer's Supplies, Mason's Tools, Smith's Tools, Vehicles (Land)

=== LANGUAGES ===
Common, Dwarvish

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

=== BONUS ACTIONS ===
Harness Divine Power • 1 / Long Rest
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you regain one expended spell slot of up to level 1. You regain all expended uses when you finish a long rest.

=== SPECIAL ===
Blessing of the Forge • 1 / Long Rest
At the end of a long rest, you can imbue magic into a weapon or armor by touching a nonmagical version. Until your next long rest or you die, the object grants a +1 bonus to either AC or attack and damage rolls. You can't use this feature again until you finish a long rest.

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)
16	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Battleaxe	+4	1d8+2 Slashing	Martial, Versatile
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Handaxe	+4	1d6+2 Slashing	Simple, Light, Thrown, Range (20/60)
Handaxe	+4	1d6+2 Slashing	Simple, Light, Thrown, Range (20/60)
Warhammer	+4	1d8+2 Bludgeoning	Martial, Versatile

WEAPON ATTACKS & CANTRIPS

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Hill Dwarf	Folk Hero	
RACE	BACKGROUND	EXPERIENCE POINTS

=== CLERIC FEATURES ===

* Additional Cleric Spells • TCoE 30
Your Cleric has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 57

* Proficiencies • PHB 57

* Spellcasting • PHB 58
You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 14, Spell Attack +6) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.

* Divine Domain • PHB 58
You choose a divine domain that grants you additional spells and other features related to your deity.

| Forge Domain

* Domain Spells • XGtE 18
You gain domain spells based on your cleric level.

* Bonus Proficiencies • XGtE 19
You gain proficiency with heavy armor and smith's tools.

* Blessing of the Forge • XGtE 19
At the end of a long rest, you can imbue magic into a weapon or armor by touching a nonmagical version. Until your next long rest or you die, the object grants a +1 bonus to either AC or attack and damage rolls. You can't use this feature again until you finish a long rest.

| 1 / Long Rest • Special

* Harness Divine Power • TCoE 30
You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you regain one expended spell slot of up to level 1. You can use this feature 1 times. You regain all expended uses when you finish a long rest.

| 1 / Long Rest • 1 Bonus Action

* Channel Divinity • PHB 58
You can channel divine energy to fuel magical effects a number of times per short rest

| 1 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

* Channel Divinity: Artisan's Blessing • XGtE 19
You can use your Channel Divinity to conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The thing you create can be something that is worth no more than 100 gp.

| 1 Hour

* Cantrip Versatility • TCoE 31
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

* Ability Score Improvement • PHB 59

=== HILL DWARF RACIAL TRAITS ===

* Darkvision • BR 20
You can see in darkness (shades of gray) up to 60 ft.

* Dwarven Resilience • BR 20
You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • BR 20
You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • BR 20
You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

* Stonecunning • BR 20
Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

* Dwarven Toughness • BR 20
Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	0

WEIGHT CARRIED	149.1 lb.
ENCUMBERED	225 lb.
PUSH/DRAG/LIFT	450 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield	1	6 lb.	Rope, Silk (50 feet)	1	5 lb.
Chain Mail	1	55 lb.	Sack	2	1 lb.
Dagger	1	1 lb.	Tinderbox	1	1 lb.
Dagger	1	1 lb.	Torch	5	5 lb.
Handaxe	1	2 lb.	Waterskin	1	5 lb.
Handaxe	1	2 lb.	Whetstone	1	1 lb.
Battleaxe	1	4 lb.	Brewer's Supplies	1	9 lb.
Warhammer	1	2 lb.	Smith's Tools	1	8 lb.
Backpack	1	5 lb.	Emblem	1	--
Bedroll	1	7 lb.			
Clothes, Traveler's	1	4 lb.			
Flask or Tankard	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Healer's Kit	1	3 lb.			
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			

EQUIPMENT

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D&D BEYOND

Theratis Wyrmsbane

CHARACTER NAME

Female	52	Medium	4' 1"	155
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Moradin	Bronze	Blue	Auburn
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I judge people by their actions, not their words.
If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

My tools are symbols of my past life, and I carry them so that I will never forget my roots.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Cleric	WIS	14	+6
SPELLCASTING CLASS	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	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Sacred Flame	Cleric	DEX 14	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Word of Radiance	Cleric	CON 14	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
O	Toll the Dead	Cleric	WIS 14	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Guiding Bolt	Cleric	+6	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
O	Shield of Faith <C>	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Sanctuary	Cleric	WIS 14	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Identify [R]	Cleric (Always Prepared)	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
P	Searing Smite <C>	Cleric (Always Prepared)	CON 14	1BA	Self	V	Concentration, up to 1 minute	PHB 274	D: 1m, V
O	Bane <C>	Cleric	CHA 14	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Command	Cleric	WIS 14	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	Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
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	Inflict Wounds	Cleric	+6	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	Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Silence [R]<C>	Cleric	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
O	Spiritual Weapon	Cleric	+6	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
P	Heat Metal <C>	Cleric (Always Prepared)	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
P	Magic Weapon <C>	Cleric (Always Prepared)	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
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 14	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 14	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
O	Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, 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 14	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Lesser Restoration	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
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	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Zone of Truth	Cleric	CHA 14	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S

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