D&D BEYOND

Doctor Metalskin

CHARACTER NAME

Cleric 7 [War Domain]	
CLASS & LEVEL	PLAYER NAME
Warforged	Marine
RACE	BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4 (19)
DEXTERITY	+0 (10)
CONSTITUTION	+2 (15)
INTELLIGENCE	+0 (10)
WISDOM	+4 (18)
CHARISMA	-1 (8)

○	+4	Strength
○	+0	Dexterity
○	+2	Constitution
○	+0	Intelligence
⊙	+7	Wisdom
⊙	+2	Charisma

Saving Throw Modifiers

Advantage against being poisoned

SAVING THROWS

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

SKILLS

+0 INITIATIVE

ARMOR 19 CLASS

Resistances - Poison
Immunities - Disease

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
52		--

HIT POINTS

Total 7d8

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

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

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Navigator's Tools, Vehicles (Land), Vehicles (Water)

=== 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 • 2 / 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 2. You regain all expended uses when you finish a long rest.

War Priest • 4 / Long Rest
When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature 4 times per long rest.

=== REACTIONS ===
Channel Divinity: War God's Blessing
When a creature within 30 feet of you makes an attack roll, you can use your reaction using Channel Divinity to grant that creature a +10 bonus to the roll (after the roll but before knowing the result).

=== SPECIAL ===
Channel Divinity • 2 / Short Rest
You can channel divine energy to fuel magical effects a number of times per short rest.

ACTIONS

17	PASSIVE WISDOM (PERCEPTION)
14	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Javelin	+7	1d6+4 Piercing	Simple, Thrown, Range (30/120)
Longsword, +1	+8	1d8+5 Slashing	Martial, Versatile
Trident	+7	1d6+4 Piercing	Martial, Thrown, Versatile, Range (20/60)
Warhammer	+7	1d8+4 Bludgeoning	Martial, Versatile
Unarmed Strike	+7	5 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Doctor Metalskin

CHARACTER NAME

Cleric 7 [War Domain]		
CLASS & LEVEL		PLAYER NAME
Warforged	Marine	
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 15, Spell Attack +7) 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.

| War Domain

* Bonus Proficiencies • PHB 63
You gain proficiency with martial weapons and heavy armor.

* War Priest • PHB 63
When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature 4 times per long rest.

| 4 / Long Rest • 1 Bonus Action

* 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 2. You can use this feature 2 times. You regain all expended uses when you finish a long rest.

| 2 / 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

| 2 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

* Channel Divinity: Guided Strike • PHB 63
When you make an attack roll, you can use Channel Divinity to gain a +10 bonus to the roll after the roll but before knowing the result.

| Special

* 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

* Destroy Undead • PHB 59
When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

* Channel Divinity: War God's Blessing • PHB 63
When a creature within 30 feet of you makes an attack roll, you can use your reaction using Channel Divinity to grant that creature a +10 bonus to the roll (after the roll but before knowing the result).

| 1 Reaction

=== WARFORGED RACIAL TRAITS ===

* Constructed Resilience • ERftLW 36
You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You don't need to eat, drink, or breathe. You are immune to disease. You don't need to sleep, and magic can't put you to sleep.

* Sentry's Rest • ERftLW 36
When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

* Integrated Protection • ERftLW 36
You gain a +1 bonus to Armor Class. To don or doff armor other than a shield takes 1 hour, and you must be proficient with the armor.
While you live, your incorporated armor can't be removed from your body against your will.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	1

WEIGHT CARRIED	138.02 lb.
ENCUMBERED	285 lb.
PUSH/DRAG/LIFT	570 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Chain Mail	1	55 lb.	Mess Kit	1	1 lb.
Shield	1	6 lb.	Rations (1 day)	10	20 lb.
Longsword, +1	1	3 lb.	Rope, Silk (50 feet)	1	5 lb.
Dagger	1	1 lb.	Sack	2	1 lb.
Javelin	4	8 lb.	Tinderbox	1	1 lb.
Trident	1	4 lb.	Torch	5	5 lb.
Warhammer	1	2 lb.	Waterskin	1	5 lb.
Gauntlets of Ogre Power	1	--	Whetstone	1	1 lb.
Amulet of the Devout, +1	1	--			
Backpack	1	5 lb.			
Bedroll	1	7 lb.			
Clothes, Traveler's	1	4 lb.			
Flask or Tankard	1	1 lb.			
Healer's Kit	1	3 lb.			
Emblem	1	--			

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Gauntlets of Ogre Power	1	--
Amulet of the Devout, +1	1	--

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Doctor Metalskin

CHARACTER NAME

Non-Binary	22	Medium	6' 5"	298
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Dol Dorn	Red and Gold	Black	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I speak rarely but mean every word I say.
I am dependable.

PERSONALITY TRAITS

Bravery. To act when others quake in fear — this is the essence of the warrior. (Any)

IDEALS

I. Will. Finish. The. Job.

BONDS

I find civilian life difficult and struggle to say the right thing in social situations.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Cleric	WIS	16	+8
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	Word of Radiance	Cleric	CON 16	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
O	Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Sacred Flame	Cleric	DEX 16	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Toll the Dead	Cleric	WIS 16	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	+8	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
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 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Detect Magic [R]<C>	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
P	Divine Favor <C>	Cleric (Always Prepared)	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
P	Shield of Faith <C>	Cleric (Always Prepared)	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O	Bane <C>	Cleric	CHA 16	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Command	Cleric	WIS 16	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 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	+8	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	Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, 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	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
P	Magic Weapon <C>	Cleric (Always Prepared)	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
P	Spiritual Weapon	Cleric (Always Prepared)	+8	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
O	Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
O	Blindness/Deafness	Cleric	CON 16	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 16	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 16	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 16	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Revivify	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O	Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Crusader's Mantle <C>	Cleric (Always Prepared)	--	1A	Self/30 ft. Sphere	V	Concentration, up to 1 minute	PHB 230	D: 1m, 30 ft. Sphere, V
P	Spirit Guardians <C>	Cleric (Always Prepared)	WIS 16	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, V/S/M

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Cleric

SPELLCASTING CLASS

WIS	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
O	Beacon of Hope <C>	Cleric	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
O	Bestow Curse <C>	Cleric	WIS 16	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O	Clairvoyance <C>	Cleric	--	10m	1 mile	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	Glyph of Warding	Cleric	DEX 16	1h	Touch	V,S,M	Until dispelled or triggered	PHB 245	Special: Spell Glyph (See Description)*, D: Until Dispelled or Triggered, V/S/M
O	Magic Circle	Cleric	CHA 16	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
O	Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
O	Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
O	Protection from Energy <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
O	Sending	Cleric	--	1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
O	Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
O	Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Feign Death [R]	Cleric	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
O	Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
O	Fast Friends <C>	Cleric	WIS 16	1A	30 ft.	V	Concentration, up to 1 hour	AI 75	D: 1h, V
O	Incite Greed <C>	Cleric	WIS 16	1A	30 ft.	V,S,M	Concentration, up to 1 minute	AI 76	D: 1m, V/S/M
O	Motivational Speech	Cleric	--	1m	60 ft.	V	1 hour	AI 77	D: 1h, V
O	Spirit Shroud <C>	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S
	=== 4th LEVEL ===	1 Slots O							
O	Death Ward	Cleric	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
P	Freedom of Movement	Cleric (Always Prepared)	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
P	Stoneskin <C>	Cleric (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Banishment <C>	Cleric	CHA 16	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Control Water <C>	Cleric	STR 16	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
O	Divination [R]	Cleric	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 234	V/S/M
O	Guardian of Faith	Cleric	DEX 16	1A	30 ft.	V	8 hours	PHB 246	D: 8h, V
O	Locate Creature <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 256	D: 1h, V/S/M
O	Stone Shape	Cleric	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.