

Chris (S.H.)

CHARACTER NAME

Cleric 4
CLASS & LEVEL

Plasmoid
SPECIES

thekackler
PLAYER NAME

(Milestone)
EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

12

+1

CONSTITUTION

10

+0

INTELLIGENCE

14

+2

WISDOM

16

+3

CHARISMA

13

+1

- ☐ +0 Strength
- ☐ +1 Dexterity
- ☐ +0 Constitution
- ☐ +2 Intelligence
- ☒ +5 Wisdom
- ☒ +3 Charisma

Saving Throw Modifiers

Advantage against being poisoned

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☐ +3 Animal Handling WIS
- ☐ +2 Arcana INT
- ☐ +0 Athletics STR
- ☐ +1 Deception CHA
- ☐ +2 History INT
- ☐ +3 Insight WIS
- ☐ +1 Intimidation CHA
- ☐ +2 Investigation INT
- ☒ +5 Medicine WIS
- ☐ +2 Nature INT
- ☐ +3 Perception WIS
- ☐ +1 Performance CHA
- ☒ +3 Persuasion CHA
- ☐ +2 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☐ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+1

INITIATIVE

ARMOR

18

CLASS

Resistances - Acid, Poison

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

20 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

23

--

HIT POINTS

Total 4d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Simple Weapons

=== LANGUAGES ===

Common, Common Sign Language

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

=== 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.

Shape Self (Pseudopod)

You can extrude a pseudopod that's up to 6 inches wide, and 10 ft. long or reabsorb it into your body. You can use the pseudopod to manipulate an object, open/close a door or container, or pick up/set down a Tiny object. The pseudopod doesn't have sensory organs, can't attack, activate magic items, or lift more than 10 lbs.

Shield Master Shove

If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield.

=== REACTIONS ===

Shield Master Evasion

If an effect allows half damage on success, you

ACTIONS

13

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

12

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Crossbow, Light

+3

1d8+1 Piercing

Simple, Ammunition, Loading, Range, Two-Handed, Slow, Range (80/320)

Mace

+2

1d6 Bludgeoning

Simple, Sap

Unarmed Strike

+2

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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Plasmoid
SPECIES

BACKGROUND

(Milestone)
EXPERIENCE POINTS

your body. You can use the pseudopod to manipulate an object, open/close a door or container, or pick up/set down a Tiny object. The pseudopod doesn't have sensory organs, can't attack, activate magic items, or lift more than 10 lbs.

| Shape Self (Reshape Body): 1 Action

| Shape Self (Pseudopod): 1 Bonus Action

=== FEATS ===

* Shield Master • PHB 170

If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 ft. of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any DEX saving throw you make against effects that target only you, and if an effect allows half damage on success, you can use your reaction to take no damage.

| Shield Master Shove: 1 Bonus Action

| Shield Master Evasion: 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Chris (S.H.)

CHARACTER NAME

		Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
O Spare the Dying	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 277	V/S
O Mending	Cleric	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
O Light	Cleric	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O Guidance	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
=== 1st LEVEL ===	4 Slots OOOO							
P Bless	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
O Bane	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O Command	Cleric	WIS 13	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	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]	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]	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 Guiding Bolt	Cleric	+5	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	+5	1A	Touch	V,S	Instantaneous	PHB 253	V/S
O Protection from Evil and Good	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 13	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
O Ceremony [R]	Cleric	--	1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
O Bane	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
O Protection from Evil and Good	Cleric	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB-2024 309	D: 10m, V/S/M
O Purify Food and Drink [R]	Cleric	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB-2024 310	5 ft. Sphere, V/S
O Bless	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S/M
O Command	Cleric	WIS 13	1A	60 ft.	V	Instantaneous	PHB-2024 251	V
O Sanctuary	Cleric	WIS 13	1BA	30 ft.	V,S,M	1 minute	PHB-2024 313	D: 1m, V/S/M
O Shield of Faith	Cleric	--	1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, V/S/M
O Create or Destroy Water	Cleric	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB-2024 258	30 ft. Cube, V/S/M
O Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB-2024 259	V/S
O Detect Evil and Good	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
O Detect Poison and Disease [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S/M
O Detect Magic [R]	Cleric	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 262	D: 10m, 30 ft. Sphere, V/S
O Guiding Bolt	Cleric	+5	1A	120 ft.	V,S	1 round	PHB-2024 282	D: 1Rnd, V/S
O Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB-2024 284	V
O Inflict Wounds	Cleric	CON 13	1A	Touch	V,S	Instantaneous	PHB-2024 288	V/S
=== 2nd LEVEL ===	3 Slots OOO							
P Lesser Restoration	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P Spiritual Weapon	Cleric (Always Prepared)	+5	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, 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 13	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O Calm Emotions	Cleric	CHA 13	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 Enhance Ability	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

SPELLS

Cleric

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<input type="radio"/> Hold Person	Cleric	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
<input type="radio"/> Locate Object	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
<input type="radio"/> Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
<input type="radio"/> Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
<input type="radio"/> Silence [R]	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
<input type="radio"/> Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
<input type="radio"/> Zone of Truth	Cleric	CHA 13	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
<input type="radio"/> Aid	Cleric	--	1A	30 ft.	V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
<input type="radio"/> Augury [R]	Cleric	--	11m	Self	V,S,M	Instantaneous	PHB-2024 244	V/S/M
<input type="radio"/> Find Traps	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB-2024 273	V/S
<input type="radio"/> Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB-2024 307	V
<input type="radio"/> Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB-2024 310	D: 1h, V/S
<input type="radio"/> Blindness/Deafness	Cleric	CON 13	1A	120 ft.	V	1 minute	PHB-2024 248	D: 1m, V
<input type="radio"/> Gentle Repose [R]	Cleric	--	1A + 10m	Touch	V,S,M	10 days	PHB-2024 278	D: 10d, V/S/M
<input type="radio"/> Calm Emotions	Cleric	CHA 13	1A	60 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	PHB-2024 249	D: 1m, 20 ft. Sphere, V/S
<input type="radio"/> Locate Object	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB-2024 293	D: 10m, V/S/M
<input type="radio"/> Lesser Restoration	Cleric	--	1BA	Touch	V,S	Instantaneous	PHB-2024 291	V/S
<input type="radio"/> Silence [R]	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB-2024 316	D: 10m, 20 ft. Sphere, V/S
<input type="radio"/> Continual Flame	Cleric	--	1A	Touch	V,S,M	Until dispelled	PHB-2024 256	D: Until Dispelled, V/S/M
<input type="radio"/> Spiritual Weapon	Cleric	+5	1BA	60 ft.	V,S	Concentration, up to 1 minute	PHB-2024 318	D: 1m, V/S
<input type="radio"/> Hold Person	Cleric	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1m, V/S/M
<input type="radio"/> Enhance Ability	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB-2024 268	D: 1h, V/S/M
<input type="radio"/> Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB-2024 340	D: 1h, V/S/M
<input type="radio"/> Zone of Truth	Cleric	CHA 13	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB-2024 343	D: 10m, 15 ft. Sphere, V/S

SPELLS