

=== 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
Darkvisio	n 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	
	WEA	APON ATTACKS & CANTRIF	e's

Cleric 4 thekackler
CLASS & LEVEL PLAYER NAME
Plasmoid (Milestone)

SPECIES 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 13, Spell Attack +5) 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.

- | Life Domain
- \* Bonus Proficiency PHB 60 You gain proficiency with heavy armor.
- \* Disciple of Life PHB 60

Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.

\* 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: Preserve Life PHB 60
  As an action, you can restore 20 HP. Choose any creatures within 30 ft. of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.
- | 1 Action
- \* 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

## === PLASMOID SPECIES TRAITS ===

\* Ability Score Increases • SAiS 9
When determining your character's ability scores, increase one score by 2 and increase a different score

| Increase two scores (+2 / +1) • Increase one of these scores by 2 and a different score by 1.

by 1, or increase three different scores by 1.

\* Languages • SAiS 9

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

- \* Creature Type SAiS 14 You are an Ooze.
- \* Size SAiS 14

You are Medium or Small. You choose the size when you select this race.

\* Speed • SAiS 14

Your walking speed is 30 ft.

\* Amorphous • SAiS 14

While you're not wearing or carrying anything, you can squeeze through a space as narrow as 1 inch wide. You have advantage on ability checks to initiate or escape a grapple.

\* Darkvision • SAiS 14

You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light, only discerning colors in that darkness as shades of gray.

\* Hold Breath • SAiS 14 You can hold your breath for 1 hour.

| Special

\* Natural Resilience • SAiS 14

You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

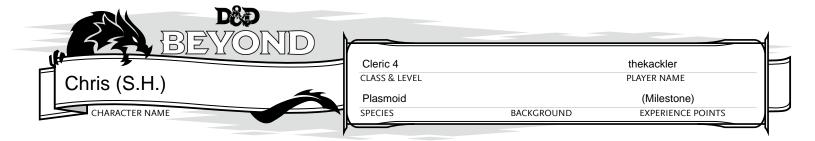
\* Shape Self • SAiS 14

As an action, you can reshape your body to give yourself a head, one or two arms, one or two legs, makeshift hands and feet, or you can revert to a limbless blob. While you have a humanoid shape, you can wear clothing and armor made for a humanoid of your size.

As a bonus action you can extrude a pseudopod that's up to 6 inches wide, and 10 ft. long or reabsorb it into

## **FEATURES & TRAITS**

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	o 🕽	Shield	1	6 lb.			
		Chain Mail	1	55 lb.			
(SP()	0	Mace	1	4 lb.			
		Crossbow, Light	1	5 lb.			
	0	Crossbow Bolts	20	1.5 lb.			
		Backpack	1	5 lb.			
	_ 0 🦠	Holy Symbol	1				
بہالہ		Bedroll	1	7 lb.			
	0	Mess Kit	1	1 lb.			
	WEIGHT CARRIED	Rations (1 day)	10	20 lb.			
	130.5 lb.	Rope, Hempen (50 feet)	1	10 lb.			
	ENCUMBERED	Tinderbox	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	150 lb.	Torch	10	10 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	300 lb.						
			EQU	JIPMENT			



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.

NAME

| Shield Master Shove: 1 Bonus Action

| Shield Master Evasion: 1 Reaction

## ADDITIONAL FEATURES & TRAITS

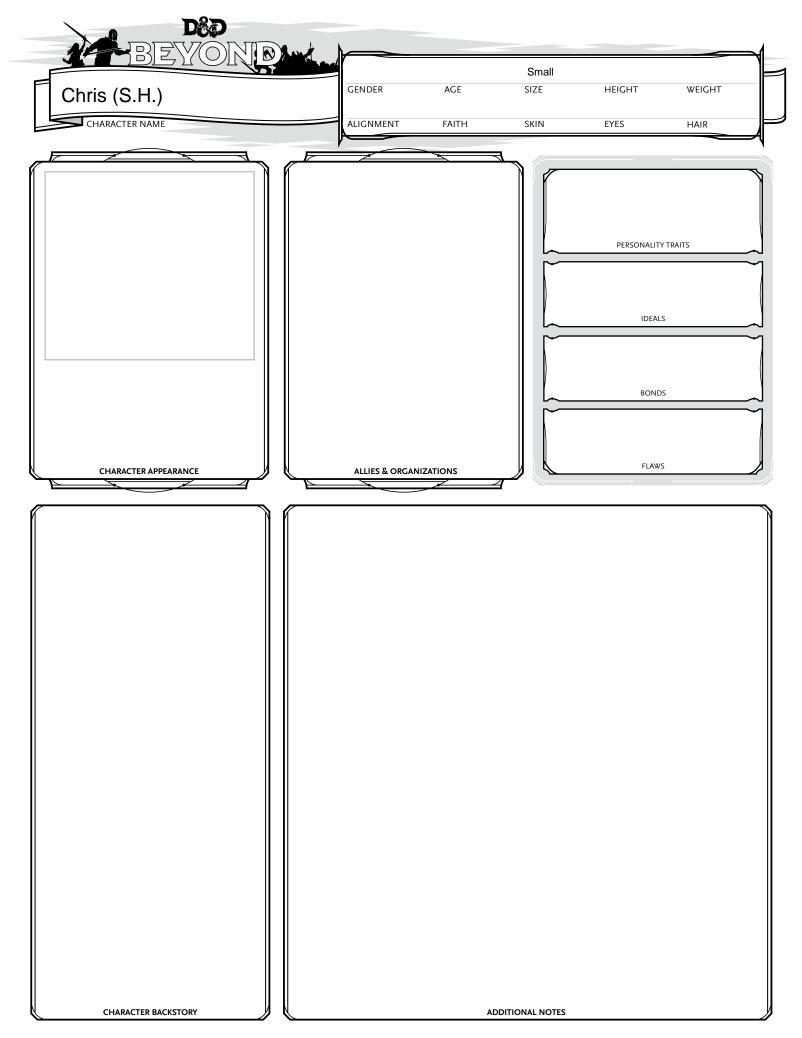
WEIGHT

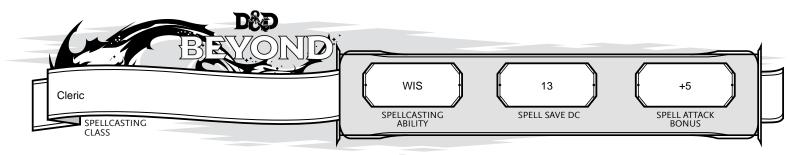
NAME

WEIGHT

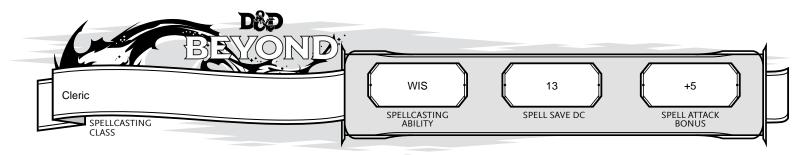
OTY

10000	4	WEIGITI			<	
ll						
l I						
<u>U</u>	ADDITION	AL EQUIPMENT	Г			)
<u></u>		•				





$\overline{}$								*	
PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)	,						
0	Spare the Dying	Cleric		1A	Touch	V,S	Instantaneous	PHB 277	V/S
0	Mending	Cleric		1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
0	Light	Cleric	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
0	Guidance	Cleric		1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
lρ	Bless	Cleric (Always Prepared)		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
l <sub>P</sub>	Cure Wounds	Cleric (Always Prepared)		1A	Touch	V,S	Instantaneous	PHB 230	V/S
lo	Bane	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
0	Command	Cleric	WIS 13	1A	60 ft.	V	1 round	PHB 223	D: 1Rnd, V
0	Create or Destroy Water	Cleric		1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
0	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
١٥	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
0	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
l ŏ	Guiding Bolt	Cleric	+5	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
l ŏ	Healing Word	Cleric		1BA	60 ft.	V	Instantaneous	PHB 250	V
١٥	Inflict Wounds	Cleric	+5	1A	Touch	V,S	Instantaneous	PHB 253	V/S
lő	Protection from Evil and Good	Cleric		1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
lő	Purify Food and Drink [R]	Cleric		1A + 10m		V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
lo	Sanctuary	Cleric	WIS 13	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
lő	Shield of Faith	Cleric		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
lő	Ceremony [R]	Cleric			Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
l ŏ	Bane	Cleric	CHA 13		30 ft.	V,S,M	Concentration, up to 1 minute		D: 1m, V/S/M
lő	Protection from Evil and Good	Cleric		1A	Touch	V,S,M	Concentration, up to 10 minutes		D: 10m, V/S/M
lő	Purify Food and Drink [R]	Cleric		1A + 10m		V,S	Instantaneous		5 ft. Sphere, V/S
lő	Bless	Cleric		1A	30 ft.	V,S,M	Concentration, up to 1 minute		D: 1m, V/S/M
	Command	Cleric	WIS 13	1A	60 ft.	V	Instantaneous	PHB-2024 251	
lő	Sanctuary	Cleric		1BA	30 ft.	V,S,M	1 minute		D: 1m, V/S/M
lo	Shield of Faith	Cleric		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes		D: 10m, V/S/M
١٥	Create or Destroy Water	Cleric		1A	30 ft./30 ft. Cube		Instantaneous		30 ft. Cube, V/S/M
١٥	Cure Wounds	Cleric		1A	Touch	V,S	Instantaneous		V/S
0	Detect Evil and Good	Cleric		1A	Self/30 ft. Sphere		Concentration, up to 10 minutes	PHB-2024 261	D: 10m, 30 ft. Sphere, V/S
١٥	Detect Poison and Disease [R]	Cleric		1A + 10m	Self/30 ft. Sphere		Concentration, up to 10 minutes		D: 10m, 30 ft. Sphere, V/S/M
l ŏ	Detect Magic [R]	Cleric		1A + 10m	Self/30 ft. Sphere		Concentration, up to 10 minutes		D: 10m, 30 ft. Sphere, V/S
	Guiding Bolt	Cleric	+5	1A	120 ft.	V,S	1 round		D: 1Rnd, V/S
ı	Healing Word	Cleric		1BA	60 ft.	V	Instantaneous	PHB-2024 284	
I .	Inflict Wounds	Cleric	CON 13		Touch	V,S	Instantaneous	PHB-2024 288	
	=== 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
	Aid	Cleric		1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
_ ا	Augury [R]	Cleric		11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
0	Blindness/Deafness	Cleric	CON 13	1A	30 ft.	٧	1 minute	PHB 219	D: 1m, V
0	Calm Emotions	Cleric	CHA 13			V,S	Concentration, up to 1 minute	PHB 221	D: 1m, 20 ft. Sphere, V/S
0	Continual Flame	Cleric		1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
	Enhance Ability	Cleric		1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
	Find Traps	Cleric		1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
l .	Gentle Repose [R]	Cleric			Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
						-	•		
l					SPELLS				



								•	
PRE	P SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
0	Hold Person	Cleric	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
0	Locate Object	Cleric		1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
0	Prayer of Healing	Cleric		10m	30 ft.	V	Instantaneous	PHB 267	V
0	Protection from Poison	Cleric		1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
0	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
0	Warding Bond	Cleric		1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
0	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
0	Aid	Cleric		1A	30 ft.	V,S,M	8 hours	PHB-2024 239	D: 8h, V/S/M
0	Augury [R]	Cleric		11m	Self	V,S,M	Instantaneous	PHB-2024 244	V/S/M
0	Find Traps	Cleric		1A	120 ft.	V,S	Instantaneous	PHB-2024 273	V/S
0	Prayer of Healing	Cleric		10m	30 ft.	V	Instantaneous	PHB-2024 307	V
0	Protection from Poison	Cleric		1A	Touch	V,S	1 hour	PHB-2024 310	D: 1h, V/S
0	Blindness/Deafness	Cleric	CON 13	1A	120 ft.	V	1 minute	PHB-2024 248	D: 1m, V
0	Gentle Repose [R]	Cleric		1A + 10m	Touch	V,S,M	10 days	PHB-2024 278	D: 10d, V/S/M
0	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
0	Locate Object	Cleric		1A	Self	V,S,M	Concentration, up to 10 minutes	PHB-2024 293	D: 10m, V/S/M
0	Lesser Restoration	Cleric		1BA	Touch	V,S	Instantaneous	PHB-2024 291	V/S
0	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
0	Continual Flame	Cleric		1A	Touch	V,S,M	Until dispelled	PHB-2024 256	D: Until Dispelled, V/S/M
0	Spiritual Weapon	Cleric	+5	1BA	60 ft.	V,S	Concentration, up to 1 minute	PHB-2024 318	D: 1m, V/S
0	Hold Person	Cleric	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 286	D: 1m, V/S/M
0	Enhance Ability	Cleric		1A	Touch	V,S,M	Concentration, up to 1 hour	PHB-2024 268	D: 1h, V/S/M
0	Warding Bond	Cleric		1A	Touch	V,S,M	1 hour	PHB-2024 340	D: 1h, V/S/M
0	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