

ABILITY	DESCRIPTION	# LV SOURCE A CREATURE TURNED
h. determination	reroll a skill check	1/LR — 'BREW · stays turned for 1 MIN/until DMG
war priest	when I take an Attack action: (BA) make one bonus WPN attack	WISMOD/LR 1 PHB63 • moves away from me if possible
channel divinity	magical effect based on (sub)class (#2@Lv6, #3@Lv18)	#/R 2 PHB58 • cannot move within 30' of me
divine strike	+1d8 weapon attack damage (2d8@Lv14)	1/типи 8 рнв63 · (а): Dash or Dodge (if stuck)
	describe desired help; Lv% of intervention by spell/fiat. (100%@Lv20)	1/LR 10 PHB59 · cannot take reactions
avatar of battle	resistance to nonmagical bludgeoning, piercing, and slashing DMG	— 17 рнв63
CHANNEL DIVINITY	LV SOURCE DESCRIPTION	WAR DOMAIN SPELLS
turn undead	2 рнв 59 (д) 30' sphere, effect vs. wis: undead are turned	divine favor 1 c v s PHB234 spirit guardians 3 c v s m PHB27
guided strike	2 рнв63 +10 bonus to my attack roll	shield of faith 1 c v s m PHB275 freed. of movem. 4 v s m PHB24-
U		magic weapon 2 с v s РНВ257 stoneskin 4 с v s M РНВ27
destroy undead	5 PHB59 turn undead: destroy turned if THEIR LV≤(MY LV/2)≤8	spiritual weapon 2 v s рнв278 flame strike 5 v s m рнв24.
war god's blessing	6 рнв 63 (R) creature within 30':+10 bonus to attack roll	crusader's mantle 3 v рнв230 hold monster 5 с v s m рнв25
bane	1 с v s m рнв216 locate object 2 с v s m рнв256 water wa	lk 3 RVSM PHB287 find the path 6 c VSM PHB24
bless	1 с v s m pнв219prayer of heal. 2 v pнв267banishme	·
ceremony	1 r v s m xgTe151 prot. fr. poison 2 v s PHB270 control w	
command	1 v рнв223 <u>silence</u> 2 c r v s рнв275 death war	rd 4 vs рнв230 <u>heal</u> 6 vs рнв250
cr./destr. water	1 vsm рнв229 warding bond 2 vsM рнв287 divination	n 4 R V S M PHB 234 heroes' feast 6 V S M PHB 250
cure wounds	1 vs рнв230 zone of truth 2 vs рнв289 guardian o	of faith 4 v PHB246 planar ally 6 vs PHB26
U	1 с vs рнв231 <u> </u>	
	1 с r v s PHB231 beacon of hope 3 с v s PHB217 stone sha	
	1 c r v s m PHB231 bestow curse 3 c v s PHB218 commune	,
guiding bolt	1 v s рнв248clairvoyance 3 c v s M рнв222contagior 1 v рнв250cr. food&water 3 v s рнв229dawn	
heal. word inflict wounds	1 v рнв250cr.food&water 3 v s рнв229dawn 1 v s рнв253daylight 3 v s рнв230dispel evil	
prot. fr. evil&good		5 v PHB244plane shift 7 v s M PHB260
purify food&drink		
	1 v s m phB272 glyph of warding 3 v s M phB245 hallow	5 v s M phB249resurrection 7 v s M phB27
aid	2 v s m PHB211 life transference 3 v s xGTE160 holy wear	pon 5 c v s xGTE157symbol 7 v s M PHB280
augury	2 r v s M рнв215 magic circle 3 v s M рнв256 insect pla	ngue 5 c v s м РНВ254 temple of the gods 7 v s m xCTE16
,	2 v рнв219 <u> </u>	re 5 vsM рнв254 <u> antimagicfield</u> 8 с vsm рнв211
		e wounds 5 v s PHB258 control weather 8 c v s m PHB228
	2 с v s рнв221 _ prot. fr. energy 3 с v s рнв270 _ planar bir	· ·
	2 v s M PHB227 remove curse 3 v s PHB271 raise dead	
	2 c v s m PHB237revivify 3 v s M PHB272scrying	5 c v s M PHB273astral projection 9 v s M PHB211
•	, and the second	celestial 5 с v s м тсое 110 gate 9 с v s М рнв 24- rier 6 с v s рнв 218 mass heal 9 v s рнв 25-
0 1	2 rvsm рнв245speak with dead 3 vsm рнв277blade barı 2 c vsm рнв251spirit shroud 3 c vs тсоє108cr. undeac	
lesser rest.	2 vs рнв255tongues 3 v m рнв283	J V S WI PHB 2 2 7 1 LI LI LI LI LE LE SUIT ECLIOIT 7 V S WI PHB 2 0 4
	tongues 5 v iii riib205	

TOOLBELT ITEMS (O.I. TO GRAB)				
TRIVIAL ITEMS	1	21		
1				
2	2	22		
2	_	2.7		
3	3	23		
4	4	24		
5		2		
	5	25		
6				
7	6	26		
8	110			
	7	27		
9				
10	8	28		
11	9	20		
12	9	29		
	10	30		
gp sp	10	360		
cp	11	31		
gems (gp) /100= slots	(2)			
	12	32		
CARRY CAPACITY SLOTS≤5+STR ready				
sLots≤5+str ready 5+str <slots≤10+str burdened<="" td=""><td>13</td><td>3 3</td></slots≤10+str>	13	3 3		
10+str <slots≤15+str taxed<="" td=""><td></td><td></td></slots≤15+str>				
slots>15+str overloaded	14	34		
BEING ENCUMBERED (CUMULATIVE)	A A			
ready —	15	35		
burdened -10 spp; no passive spp bonus	16	7.6		
taxed -10 spp; disadv. phys. checks/saves	16	36		
overloaded SPD 0; prone	17	37		
CATEGORY SIZE #	.,	- 		
trivial palm-sized, worn —	18	38		
light dagger/vial/ration 1/5				
normal shield/quiver/flask 1 heavy heavy/big/clunky 2	19	39		
heavy heavy/big/clunky 2 m. armor — 2				
h. armor — 4	20	40		