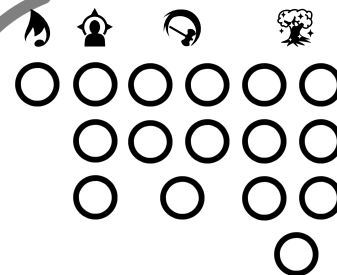
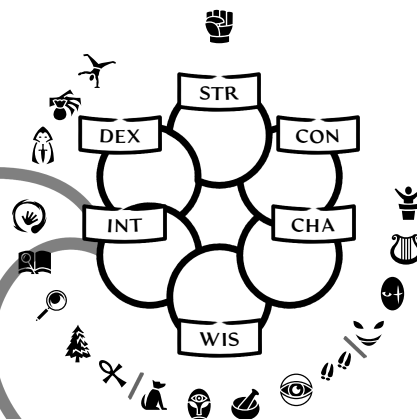
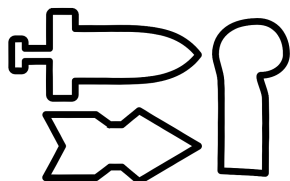
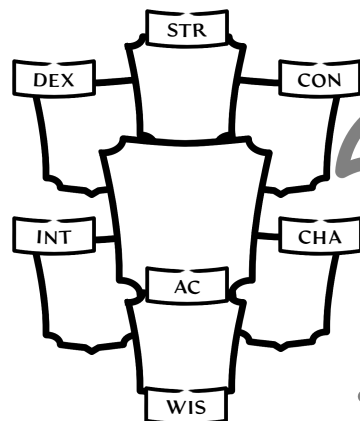


LV: EXP: PROF:



SPELL ATTACK:

①	①	①	①	⑥	
②	②	②	⑤	⑥	⑧
③	③	③	⑤	⑦	⑨
④	④	④	⑤	⑦	

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/TURN	8	PHB63	• (A): Dash or Dodge (if stuck)					
divine intervention	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	PHB63						
CHANNEL DIVINITY	LV	SOURCE	DESCRIPTION	WAR DOMAIN SPELLS							
turn undead	2	PHB59	(A) 30' sphere, effect vs. wis: undead are turned	divine favor	1	c v s	PHB234	spirit guardians	3	c v s m	PHB278
guided strike	2	PHB63	+10 bonus to my attack roll	shield of faith	1	c v s m	PHB275	freed. of movem.	4	v s m	PHB244
destroy undead	5	PHB59	turn undead: destroy turned if THEIR LV≤(MY LV/2)≤8	magic weapon	2	c v s	PHB257	stoneskin	4	c v s m	PHB278
war god's blessing	6	PHB63	(R) creature within 30' :+10 bonus to attack roll	spiritual weapon	2	v s	PHB278	flame strike	5	v s m	PHB242
				crusader's mantle	3	v	PHB230	hold monster	5	c v s m	PHB251
— bane	1	c v s m	PHB216	— locate object	2	c v s m	PHB256	— water walk	3	r v s m	PHB287
— bless	1	c v s m	PHB219	— prayer of heal.	2	v	PHB267	— banishment	4	c v s m	PHB217
— ceremony	1	r v s m	XGTE151	— prot. fr. poison	2	v s	PHB270	— control water	4	c v s m	PHB227
— command	1	v	PHB223	— silence	2	c r v s	PHB275	— death ward	4	v s	PHB230
— cr./destr. water	1	v s m	PHB229	— warding bond	2	v s m	PHB287	— divination	4	r v s m	PHB234
— cure wounds	1	v s	PHB230	— zone of truth	2	v s	PHB289	— guardian of faith	4	v	PHB246
— det. evil&good	1	c v s	PHB231	— animate dead	3	v s m	PHB212	— locate creature	4	c v s m	PHB256
— det. magic	1	c r v s	PHB231	— beacon of hope	3	c v s	PHB217	— stone shape	4	v s m	PHB278
— det. poison&dis.	1	c r v s m	PHB231	— bestow curse	3	c v s	PHB218	— commune	5	r v s m	PHB223
— guiding bolt	1	v s	PHB248	— clairvoyance	3	c v s m	PHB222	— contagion	5	v s	PHB227
— heal. word	1	v	PHB250	— cr. food&water	3	v s	PHB229	— dawn	5	c v s m	XGTE153
— inflict wounds	1	v s	PHB253	— daylight	3	v s	PHB230	— dispel evil&good	5	c v s m	PHB233
— prot. fr. evil&good	1	c v s m	PHB270	— dispel magic	3	v s	PHB234	— geas	5	v	PHB244
— purify food&drink	1	r v s	PHB270	— feign death	3	r v s m	PHB240	— greater rest.	5	v s m	PHB246
— sanctuary	1	v s m	PHB272	— glyph of warding	3	v s m	PHB245	— hallow	5	v s m	PHB249
— aid	2	v s m	PHB211	— life transference	3	v s	XGTE160	— holy weapon	5	c v s	XGTE157
— augury	2	r v s m	PHB215	— magic circle	3	v s m	PHB256	— insect plague	5	c v s m	PHB254
— blind-/deafness	2	v	PHB219	— mass heal. word	3	v	PHB258	— legend lore	5	v s m	PHB254
— borr. knowl.	2	v s m	scoc037	— meld into stone	3	r v s	PHB259	— mass cure wounds	5	v s	PHB258
— calm emotions	2	c v s	PHB221	— prot. fr. energy	3	c v s	PHB270	— planar binding	5	v s m	PHB265
— continual flame	2	v s m	PHB227	— remove curse	3	v s	PHB271	— raise dead	5	v s m	PHB270
— enhance ability	2	c v s m	PHB237	— revivify	3	v s m	PHB272	— scrying	5	c v s m	PHB273
— find traps	2	v s	PHB241	— sending	3	v s m	PHB274	— summon celestial	5	c v s m	TCOE110
— gentle repose	2	r v s m	PHB245	— speak with dead	3	v s m	PHB277	— blade barrier	6	c v s	PHB218
— hold person	2	c v s m	PHB251	— spirit shroud	3	c v s	TCOE108	— cr. undead	6	v s m	PHB229
— lesser rest.	2	v s	PHB255	— tongues	3	v m	PHB283				

TOOLBELT ITEMS (O.I. TO GRAB)

TRIVIAL ITEMS

1	1	21
2	2	22
3	3	23
4	4	24
5	5	25
6	6	26
7	7	27
8	8	28
9	9	29
10	10	30
11	11	31
12	12	32

gp
sp
cp
gems (gp)
+
/100= slots

CARRY CAPACITY

SLOTS ≤ 5 + STR	ready	13	33
5 + STR < SLOTS ≤ 10 + STR	burdened	14	34
10 + STR < SLOTS ≤ 15 + STR	taxed	15	35
SLOTS > 15 + STR	overloaded	16	36

BEING ENCUMBERED (CUMULATIVE)

ready	—	17	37
burdened	-10 SPD; no passive SPD bonus	18	38
taxed	-10 SPD; disadv. phys. checks/saves	19	39
overloaded	SPD 0; prone	20	40

CATEGORY SIZE

trivial	palm-sized, worn	—	18	38
light	dagger/vial/ration	1/5	19	39
normal	shield/quiver/flask	1	20	40
heavy	heavy/big/clunky	2		
m. armor	—	2		
h. armor	—	4		