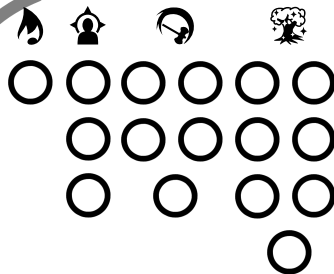
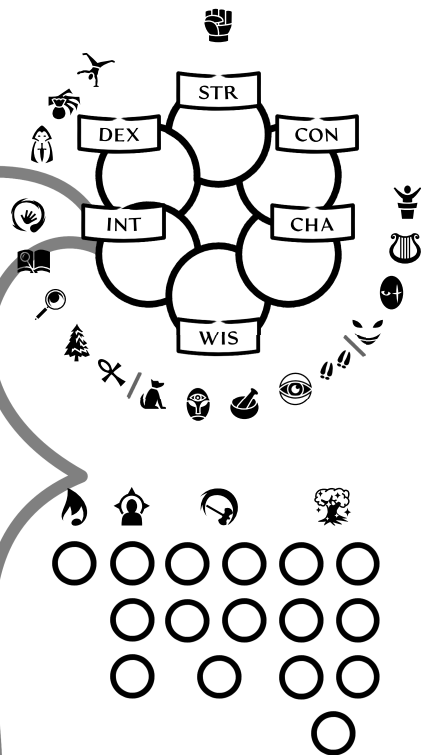
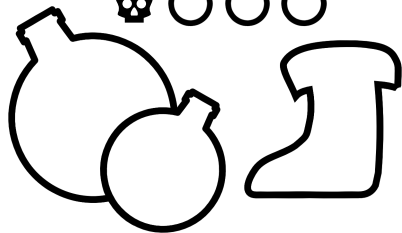
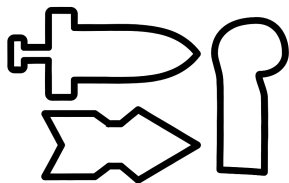
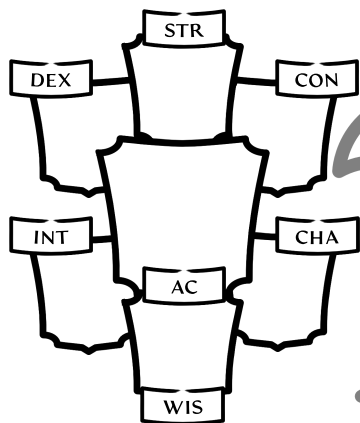


LV: EXP: PROF:



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 1min/untill 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
— bless	1	c v s m	PHB219	— prayer of heal. 2 v PHB267
— ceremony	1	r v s m	XGTE151	— prot. fr. poison 2 v s PHB270
— command	1	v	PHB223	— silence 2 c r v s PHB275
— cr./destr. water	1	v s m	PHB229	— warding bond 2 v s m PHB287
— cure wounds	1	v s	PHB230	— zone of truth 2 v s PHB289
— det. evil&good	1	c v s	PHB231	— animate dead 3 v s m PHB212
— det. magic	1	c r v s	PHB231	— beacon of hope 3 c v s PHB217
— det. poison&dis.	1	c r v s m	PHB231	— bestow curse 3 c v s PHB218
— guiding bolt	1	v s	PHB248	— clairvoyance 3 c v s m PHB222
— heal. word	1	v	PHB250	— cr. food&water 3 v s PHB229
— inflict wounds	1	v s	PHB253	— daylight 3 v s PHB230
— prot. fr. evil&good	1	c v s m	PHB270	— dispel magic 3 v s PHB234
— purify food&drink	1	r v s	PHB270	— feign death 3 r v s m PHB240
— sanctuary	1	v s m	PHB272	— glyph of warding 3 v s m PHB245
— aid	2	v s m	PHB211	— life transference 3 v s XGTE160
— augury	2	r v s m	PHB215	— magic circle 3 v s m PHB256
— blind-/deafness	2	v	PHB219	— mass heal. word 3 v PHB258
— borr. knowl.	2	v s m	scoc037	— meld into stone 3 r v s PHB259
— calm emotions	2	c v s	PHB221	— prot. fr. energy 3 c v s PHB270
— continual flame	2	v s m	PHB227	— remove curse 3 v s PHB271
— enhance ability	2	c v s m	PHB237	— revivify 3 v s m PHB272
— find traps	2	v s	PHB241	— sending 3 v s m PHB274
— gentle repose	2	r v s m	PHB245	— speak with dead 3 v s m PHB277
— hold person	2	c v s m	PHB251	— spirit shroud 3 c v s TCOE108
— lesser rest.	2	v s	PHB255	— tongues 3 v m PHB283
				— water walk 3 r v s m PHB287
				— banishment 4 c v s m PHB217
				— control water 4 c v s m PHB227
				— death ward 4 v s PHB230
				— divination 4 r v s m PHB234
				— guardian of faith 4 v PHB246
				— locate creature 4 c v s m PHB256
				— stone shape 4 v s m PHB278
				— commune 5 r v s m PHB223
				— contagion 5 v s PHB227
				— dawn 5 c v s m XGTE153
				— dispel evil&good 5 c v s m PHB233
				— geas 5 v PHB244
				— greater rest. 5 v s m PHB246
				— hallow 5 v s m PHB249
				— holy weapon 5 c v s XGTE157
				— insect plague 5 c v s m PHB254
				— legend lore 5 v s m PHB254
				— mass cure wounds 5 v s PHB258
				— planar binding 5 v s m PHB265
				— raise dead 5 v s m PHB270
				— scrying 5 c v s m PHB273
				— summon celestial 5 c v s m TCOE110
				— blade barrier 6 c v s PHB218
				— cr. undead 6 v s m PHB229
				— find the path 6 c v s m PHB240
				— forbiddance 6 r v s m PHB243
				— harm 6 v s PHB249
				— heal 6 v s PHB250
				— heroes' feast 6 v s m PHB250
				— planar ally 6 v s PHB265
				— true seeing 6 v s m PHB284
				— word of recall 6 v PHB289
				— conjure celestial 7 c v s PHB225
				— divine word 7 v PHB234
				— etherealness 7 v s PHB238
				— fire storm 7 v s PHB242
				— plane shift 7 v s m PHB266
				— regenerate 7 v s m PHB271
				— resurrection 7 v s m PHB272
				— symbol 7 v s m PHB280
				— temple of the gods 7 v s m XGTE167
				— antimagic field 8 c v s m PHB213
				— control weather 8 c v s m PHB228
				— earthquake 8 c v s m PHB236
				— holy aura 8 c v s m PHB251
				— astral projection 9 v s m PHB215
				— gate 9 c v s m PHB244
				— mass heal 9 v s PHB258
				— true resurrection 9 v s m PHB284

TOOLBELT ITEMS (O.I. TO GRAB)

TRIVIAL ITEMS			1	21
1			2	22
2			3	23
3			4	24
4			5	25
5			6	26
6			7	27
7			8	28
8			9	29
9			10	30
10			11	31
11			12	32
12			13	33
	gp sp cp gems (gp)	14	34
	/100=	slots +	15	35
CARRY CAPACITY			16	36
SLOTS≤5+STR	ready		17	37
5+STR<SLOTS≤10+STR	burdened		18	38
10+STR<SLOTS≤15+STR	taxed		19	39
SLOTS>15+STR	overloaded		20	40
BEING ENCUMBERED (CUMULATIVE)				
ready	—			
burdened	−10 SPD; no passive SPD bonus			
taxed	−10 SPD; disadv. phys. checks/saves			
overloaded	SPD 0; prone			
CATEGORY	SIZE	#		
trivial	palm-sized, worn	—		
light	dagger/vial/ration	1/5		
normal	shield/quiver/flask	1		
heavy	heavy/big/clunky	2		
m. armor	—	2		
h. armor	—	4		