

## Haggis H. Halfbrew

CHARACTER NAME

Cleric 6  
CLASS & LEVEL

Hill Dwarf  
RACE

HaggisHalfbrew  
PLAYER NAME

Guild Artisan / Guild Merc (Milestone)  
BACKGROUND EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+3

16

CONSTITUTION

+3

17

INTELLIGENCE

+1

12

WISDOM

+4

19

CHARISMA

+0

11

- ☐ +2 Strength
- ☐ +3 Dexterity
- ☐ +3 Constitution
- ☐ +1 Intelligence
- ☐ +7 Wisdom
- ☐ +3 Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +4 Animal Handling WIS
- ☐ +1 Arcana INT
- ☐ +2 Athletics STR
- ☐ +0 Deception CHA
- ☐ +1 History INT
- ☒ +7 Insight WIS
- ☐ +0 Intimidation CHA
- ☐ +1 Investigation INT
- ☒ +7 Medicine WIS
- ☐ +1 Nature INT
- ☐ +4 Perception WIS
- ☐ +0 Performance CHA
- ☒ +3 Persuasion CHA
- ☒ +4 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +4 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

16

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

57

--

HIT POINTS

Total 6d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Battleaxe, Simple Weapons, Warhammer

=== TOOLS ===

Brewer's Supplies, Cook's Utensils, Smith's Tools

=== LANGUAGES ===

Common, Dwarvish, Elvish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Channel Divinity • 2 / Short Rest

You can channel divine energy to fuel magical effects a number of times per short rest.

Chef: Special Food • 7 / Short Rest

As part of a short rest, you can cook special food for 7 creatures. At the end of the short rest, any creature who eats the food and spends one or more

Hit Dice to regain hit points regains an extra <strong>1d8</strong> hit points.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

17

PASSIVE WISDOM (INSIGHT)

11

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+6

1d4+3 Piercing

Simple, Finesse, Light, Thrown, Range (20/60), 1d8 Poison Damage, 2d4 fire damage

Handaxe

+5

1d6+2 Slashing

Simple, Light, Thrown, Range (20/60)

Mace

+5

1d6+2 Bludgeoning

Simple

Unarmed Strike

+5

3 Bludgeoning

WEAPON ATTACKS & CANTRIPS





Haggis H. Halfbrew

CHARACTER NAME

Male	25	Medium	4" 6'	179
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Follower of Calc	Pale	Gray	Black hair ting
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Cleric

SPELLCASTING  
CLASS

WIS

SPELLCASTING  
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
O Guidance <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O Sacred Flame	Cleric	DEX 15	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
O Light	Cleric	DEX 15	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
=== 1st LEVEL ===	4 Slots OOOO							
O Detect Magic [R]<C>	Cleric	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O Guiding Bolt	Cleric	+7	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	+7	1A	Touch	V,S	Instantaneous	PHB 253	V/S
P Bless <C>	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 <C>	Cleric	CHA 15	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O Command	Cleric	WIS 15	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 <C>	Cleric	--	1A	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]<C>	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 Protection from Evil and Good <C>	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 15	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O Shield of Faith <C>	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
=== 2nd LEVEL ===	3 Slots OOO							
O Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
O Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
P Lesser Restoration	Cleric (Always Prepared)	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P Spiritual Weapon	Cleric (Always Prepared)	+7	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 15	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O Calm Emotions <C>	Cleric	CHA 15	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 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
O Hold Person <C>	Cleric	WIS 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O Locate Object <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O Protection from Poison	Cleric	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O Silence [R]<C>	Cleric	--	1A + 10m	120 ft./20 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 275	D: 10m, 20 ft. Sphere, V/S
O Zone of Truth	Cleric	CHA 15	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S
=== 3rd LEVEL ===	3 Slots OOO							
O Dispel Magic	Cleric	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O Spirit Guardians <C>	Cleric	WIS 15	1A	Self/15 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 278	D: 10m, 15 ft. Sphere, V/S/M
O Tongues	Cleric	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
P Beacon of Hope <C>	Cleric (Always Prepared)	--	1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
P Revivify	Cleric (Always Prepared)	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
O Animate Dead	Cleric	--	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M

## SPELLS

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
<input type="radio"/> Bestow Curse <C>	Cleric	WIS 15	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
<input type="radio"/> Clairvoyance <C>	Cleric	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB 222	D: 10m, V/S/M
<input type="radio"/> Create Food and Water	Cleric	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
<input type="radio"/> Daylight	Cleric	--	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
<input type="radio"/> Glyph of Warding	Cleric	DEX 15	1h	Touch	V,S,M	Until dispelled or triggered	PHB 245	Special: Spell Glyph (See Description)*, D: Until Dispelled or Triggered, V/S/M
<input type="radio"/> Magic Circle	Cleric	CHA 15	1m	10 ft./10 ft. Cylinder	V,S,M	1 hour	PHB 256	D: 1h, 10 ft. Cylinder, V/S/M
<input type="radio"/> Mass Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
<input type="radio"/> Meld into Stone [R]	Cleric	--	1A + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
<input type="radio"/> Protection from Energy <C>	Cleric	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
<input type="radio"/> Remove Curse	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 271	V/S
<input type="radio"/> Sending	Cleric	--	1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
<input type="radio"/> Speak with Dead	Cleric	--	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
<input type="radio"/> Water Walk [R]	Cleric	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
<input type="radio"/> Feign Death [R]	Cleric	--	1A + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
<input type="radio"/> Life Transference	Cleric	--	1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
<input type="radio"/> Spirit Shroud <C>	Cleric	--	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S

SPELLS