







=== 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.

**PROFICIENCIES & LANGUAGES** 

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	
	\Y/EA	APON ATTACKS & CANTRIE	oc

Cleric 6 HaggisHalfbrew
CLASS & LEVEL PLAYER NAME

Guild Artisan / Guild Merc (Milestone)

BACKGROUND EXPERIENCE POINTS

## === CLERIC FEATURES ===

- \* Hit Points PHB 57
- \* Proficiencies PHB 57
- \* Spellcasting PHB 58

You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 15, Spell Attack +7) 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.
- \* Channel Divinity PHB 58 You can channel divine energy to fuel magical effects a number of times per short rest
- | 2 / Short Rest Special
- | Channel Divinity: Turn Undead: 1 Action
- \* Channel Divinity: Preserve Life PHB 60
  As an action, you can restore 30 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

\* Ability Score Improvement • PHB 59

Hill Dwarf

RACE

\* Destroy Undead • PHB 59

When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.

\* Blessed Healer • PHB 60

When you cast a spell of 1st level or higher that restores HP to a creature other than you, you regain HP equal to 2 + the spell's level.

=== HILL DWARF RACIAL TRAITS ===

\* Darkvision • BR 20

You can see in darkness (shades of gray) up to 60 ft.

\* Dwarven Resilience • BR 20

You have advantage on saves against poison and resistance against poison damage.

- \* Dwarven Combat Training BR 20
- You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- \* Tool Proficiency BR 20

You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

\* Stonecunning • BR 20

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

\* Dwarven Toughness • BR 20

Your hit point maximum increases by 1, and it

increases by 1 every time you gain a level.

=== FEATS ===

\* Chef • TCoE 79

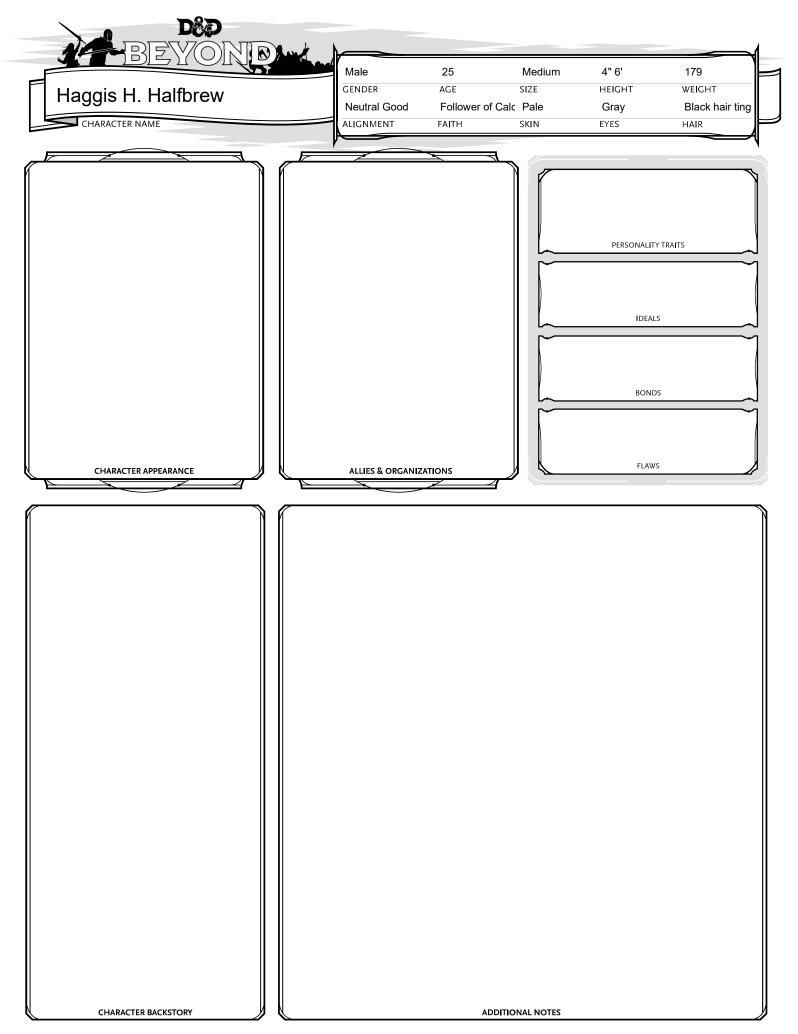
You gain a bonus to either Constitution or Wisdom, proficiency with cook's utensils, and can prepare food that allows creatures to regain additional hit points when taking a short rest as well as gain temporary hit points after a long rest.

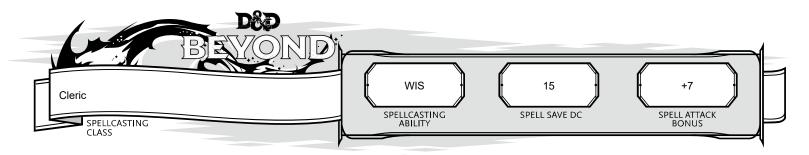
| Chef: Special Food: 7 / Short Rest • Special

| Chef: Cook Treats: 3 / Long Rest • 1 Hour

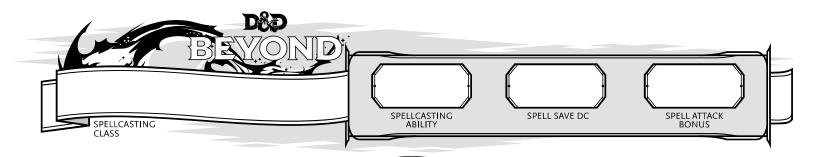
## FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Shield	1	6 lb.	Alms Box	1	
		Leather	1	10 lb.	Block of Incense	2	
SP (	0	Dagger	1	1 lb.	Censer	1	
		Dagger	1	1 lb.	Vestments	1	
<u> </u>	0	Handaxe	1	2 lb.	Holy Symbol	1	
		Mace	1	4 lb.	Diamond	4	
	15	Hat of Vermin	1		Unidentified Item 1	1	
تراله		Backpack	1	5 lb.			
PP	0	Blanket	1	3 lb.			
`	WEIGHT CARRIED	Candle	10				
	54.3 lb.	Clothes, Traveler's	1	4 lb.			
	ENCUMBERED	Rations (1 day)	2	4 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	225 lb.	Tinderbox	1	1 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	450 lb.	Cook's Utensils	1	8 lb.			
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PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
1 0	Guidance <c></c>	Cleric		1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
l 0	Sacred Flame	Cleric	DEX 15	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
0	Thaumaturgy	Cleric	_	1A	30 ft.	V	1 minute	PHB 282	D: 1m. V
٥	Light	Cleric	DEX 15		Touch/20 ft. Sphere	V.M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
•	ű					,			
	=== 1st LEVEL ===	4 Slots OOOO							
1 0	Detect Magic [R] <c></c>	Cleric		1A	Self/30 ft. Sphere	V S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
0	Guiding Bolt	Cleric	+7	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
0	Healing Word	Cleric		1BA	60 ft.	V	Instantaneous	PHB 250	V
0	Inflict Wounds	Cleric	+7	1A	Touch	V,S	Instantaneous	PHB 253	V/S
P	Bless <c></c>	Cleric (Always Prepared)		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
' <sub>P</sub>	Cure Wounds	Cleric (Always Prepared)	_	1A	Touch	V,S,IVI	Instantaneous	PHB 230	V/S
	Bane <c></c>	Cleric (Always Frepared)	 CHA 15		30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	
					60 ft.	v,3,1vi V	1 round		D: 1m, V/S/M
0	Command	Cleric	WIS 15					PHB 223	D: 1Rnd, V
0	Create or Destroy Water	Cleric	-	1A	30 ft./30 ft. Cube		Instantaneous	PHB 229	30 ft. Cube, V/S/M
0	Detect Evil and Good <c></c>	Cleric		1A	Self/30 ft. Sphere		Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
0	Detect Poison and Disease [R] <c></c>	Cleric		1A + 10m	Self/30 ft. Sphere		Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
0	Protection from Evil and Good <c></c>	Cleric		1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
0	Purify Food and Drink [R]	Cleric	-	1A + 10m	10 ft./5 ft. Sphere		Instantaneous	PHB 270	5 ft. Sphere, V/S
0	Sanctuary	Cleric	WIS 15	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
0	Shield of Faith <c></c>	Cleric		1BA	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 275	D: 10m, V/S/M
0	Ceremony [R]	Cleric		1h + 10m	Touch	V,S,M	Instantaneous	XGtE 151	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
0	Prayer of Healing	Cleric		10m	30 ft.	V	Instantaneous	PHB 267	V
0	Warding Bond	Cleric	-	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
0	Enhance Ability <c></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
0	Aid	Cleric		1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
0	Augury [R]	Cleric		11m	Self	V,S,M	Instantaneous	PHB 215	V/S/M
0	Blindness/Deafness	Cleric	CON 15	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
0	Calm Emotions <c></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
0	Continual Flame	Cleric	-	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
0	Find Traps	Cleric		1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
0	Gentle Repose [R]	Cleric		1A + 10m	Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
0	Hold Person <c></c>	Cleric	WIS 15	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
0	Locate Object <c></c>	Cleric		1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
0	Protection from Poison	Cleric	-	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
0	Silence [R] <c></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
0	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
1	=== 3rd LEVEL ===	3 Slots OOO							
0	Dispel Magic	Cleric		1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
0	Spirit Guardians <c></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
0	Tongues	Cleric		1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
P	Beacon of Hope <c></c>	Cleric (Always Prepared)		1A	30 ft.	V,S	Concentration, up to 1 minute	PHB 217	D: 1m, V/S
Р	Revivify	Cleric (Always Prepared)		1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
1	Animate Dead	Cleric	_	1m	10 ft.	V,S,M	Instantaneous	PHB 212	V/S/M
l		_			SPELLS				



PREP SPELL NAME	SOURCE	SAVE/ATK T		range			PAGE REF	NOTES
O Bestow Curse <c></c>	Cleric	WIS 15	1A	Touch	V,S	Concentration, up to 1 minute	PHB 218	D: 1m, V/S
O Clairvoyance <c></c>	Cleric	- '	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB 222	D: 10m, V/S/M
O Create Food and Water	Cleric		1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O Daylight	Cleric	- '	1A	60 ft./60 ft. Sphere	V,S	1 hour	PHB 230	D: 1h, 60 ft. Sphere, V/S
O 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
O 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
O Mass Healing Word	Cleric		1BA	60 ft.	V	Instantaneous	PHB 258	V
O Meld into Stone [R]	Cleric	1	IA + 10m	Touch	V,S	8 hours	PHB 259	D: 8h, V/S
O Protection from Energy <c></c>	Cleric	- '	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O Remove Curse	Cleric		1A	Touch	V,S	Instantaneous	PHB 271	V/S
O Sending	Cleric		1A	Unlimited	V,S,M	1 round	PHB 274	D: 1Rnd, V/S/M
O Speak with Dead	Cleric	- '	1A	10 ft.	V,S,M	10 minutes	PHB 277	D: 10m, V/S/M
O Water Walk [R]	Cleric	1	IA + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O Feign Death [R]	Cleric	1	IA + 10m	Touch	V,S,M	1 hour	PHB 240	D: 1h, V/S/M
O Life Transference	Cleric		1A	30 ft.	V,S	Instantaneous	XGtE 160	V/S
O Spirit Shroud <c></c>	Cleric	- '	1BA	Self	V,S	Concentration, up to 1 minute	TCoE 108	D: 1m, V/S