


Fugue
 CHARACTER NAME

5 Cleric (Grave Domain)	Ten PLAYER NAME
Haunted One BACKGROUND	Reborn RACE
	6,500 EXPERIENCE
	14,000 Next Level

STRENGTH
+2
14

DEXTERITY
O
10

CONSTITUTION
+3
16

INTELLIGENCE
O
10

WISDOM
+4
18

CHARISMA
-1
8

RESISTANCES
 Poison

SAVING THROWS

Magic can't put me to sleep; Adv. on saves vs. death saves, disease, and poison; Adv. on Con (Concentration) saves when damaged

SKILLS

- Acrobatics (Dex)
- +4 Animal Handling (Wis)
- O Arcana (Int)
- +2 Athletics (Str)
- 1 Deception (Cha)
- O History (Int)
- +7 Insight (Wis)
- +2 Intimidation (Cha)
- O Investigation (Int)
- +7 Medicine (Wis)
- O Nature (Int)
- +4 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +3 Religion (Int)
- O Sleight of Hand (Dex)
- O Stealth (Dex) [disadv.]
- +7 Survival (Wis)
- Tool

PASSIVE WISDOM (PERCEPTION)
14

SENSES

AMMUNITION
 Bolts
TOTAL 20

AMMUNITION
TOTAL

LEVEL & CLASS
5 Cleric (Grave Domain)

BACKGROUND
Haunted One

RACE
Reborn

EXPERIENCE
6,500

NEXT LEVEL
14,000

MAXIMUM HIT POINTS
55

PROFICIENCY BONUS
+3

ARMOR CLASS
17

TEMPORARY HIT POINTS:

CURRENT HIT POINTS

INITIATIVE
O

SUCCESES
O
O

FAILURES
O
O

DEATH SAVES
O
O

HIT DICE
5 d8+3

USED
O

ENCUMBERED
20 ft

30 ft

SPEED

FEATURE
Eyes of the Grave
Channel Divinity
Knowledge from a Past Life
Amulet of the Devout +1 (Channel Divinity)

LIMITED FEATURES

ARMOR
 Light
 Medium
 Heavy
 Shields

WEAPONS
 Simple
 Martial
 Other Weapons:

LANGUAGES
 from Haunted One (background) (Int)

TOOLS & OTHERS
 from Haunted One (background) (Int)

Common

Orc

PROFICIENCIES

ACTIONS
Channel Divinity: Turn Undead
Channel Divinity: Path to the Grave

BONUS ACTIONS
Circle of Mortality

REACTIONS
War Caster - Opportunity Spell

ACTIONS

ATTACK NAME
Mace

PROFABILITY
✓ Str

RANGE
Melee

TO HIT
+5

DAMAGE
1d6+2

DAMAGE TYPE
Bludgeoning

DESCRIPTION
Light Crossbow
 Ammunition, loading, two-handed

✓ Dex
80/320 ft
+3
1d8
Piercing

Toll the Dead
 Wis save, success - no damage; If target is at full HP, d8 instead of d12 damage

✓ Wis
60 ft
DC 16
2d12
Necrotic

Sacred Flame
 Dex save, no bonus from cover, success - no damage; 1 creature

✓ Wis
60 ft
DC 16
2d8
Radiant

ATTACKS: WEAPONS & CANTRIPS

NAME
Bolts

NAME
TOTAL

AMMUNITION


AMMUNITION


NOTES

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: War Caster

[PHB 170]

Advantage on Con saves to maintain concentration on spells when damaged. Perform somatic components even when holding weapons or shield in one or both hands. Cast spell of 1 action casting time that targets only one creature instead of an opportunity attack.

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: Cloak of Protection

[DMG 159]



Attuned

While I wear this cloak, I gain a +1 bonus to AC and saving throws.

MAGIC ITEM: Amulet of the Devout +1

[TCoE 119]



Attuned

This amulet bears the symbol of a deity inlaid with precious stones or metals. While I wear this holy symbol, I gain a +1 bonus to spell attack rolls and saving throw DCs of my spells. Once per dawn, it allows me to use my Channel Divinity feature without expending one of the feature's uses.

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

MAGIC ITEM:

Attuned

Fugue		1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
CHARACTER NAME										

CLERIC SPELLS	Wisdom SPELLCASTING ABILITY	9 TO PREPARE	+8 ATTACK MODIFIER	DC 16 SAVING THROW DC
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CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOLTIME	RANGE	COMP	DURATION	B	PG.
AT Will Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P 248
AT Will Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	—	Abjur	1 a	Touch	V,S,M	Conc, 1 min	P 272
AT Will Sacred Flame	1 creature that I can see save or 2d8 Radiant dmg; no bonus for cover on save	Dex	Evoc	1 a	60 ft	V,S	Instantaneous	P 272
AT Will Spare the Dying	1 living creature with 0 current HP becomes stable	—	Necro	1 bns	30 ft	V,S	Instantaneous	P 277
AT Will Toll the Dead	1 crea save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)	Wis	Necro	1 a	60 ft	V,S	Instantaneous	X 169

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOLTIME	RANGE	COMP	DURATION	B	PG.
★ Bane	3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration	Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 216
○ Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P 219
○ Ceremony (R)	Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)	—	Abjur	1 h	Touch	V,S,M†	Instantaneous	X 151
○ Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P 223
○ Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P 229
○ Cure Wounds	1 living creature heals 1d8+1d8/SL+3 (Wis) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P 230
○ Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P 231
○ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P 231
○ Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P 231
★ False Life	I gain 1d4+4+5/SL temporary hit points for the duration	—	Necro	1 a	Self	V,S,M	1 h	P 239
○ Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P 248
○ Healing Word	1 living creature heals 1d4+1d4/SL+3 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P 250
○ Inflict Wounds	Spell attack for 3d10+1d10/SL Necrotic dmg	—	Necro	1 a	Touch	V,S	Instantaneous	P 253
○ Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P 270
○ Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P 270
○ Sanctuary	1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells	Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P 272
○ Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P 275

2ND LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOLTIME	RANGE	COMP	DURATION	B	PG.
○ Aid	3 creatures gain 5+5/SL current HP and HP max for the duration	—	Abjur	1 a	30 ft	V,S,M	8 h	P 211
○ Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,M†	Instantaneous	P 215
○ Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P 219
○ Calm Emotions	20-ft rad all humanoids save or I suppress either charm/fear effects or hostility	Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P 221
○ Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P 227
○ Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P 237
○ Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P 241
★ Gentle Repose (R)	1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead	—	Necro	1 a	Touch	V,S,M	10 days	P 245
○ Hold Person	1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P 251
○ Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P 255
○ Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P 256
○ Prayer of Healing	6 living creatures heal 2d8+1d8/SL+3 (Wis) HP	—	Evoc	10 min	30 ft	V	Instantaneous	P 267
○ Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P 270
★ Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end	Con	Necro	1 a	60 ft	V,S	Conc, 1 min	P 271
○ Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P 275
○ Spiritual Weapon	Create weapon; spell attk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack	—	Evoc	1 bns	60 ft	V,S	1 min	P 278
○ Warding Bond	1 crea +1 AC, +1 saves, resistance all dmg; if takes dmg I take same dmg; ends if >60 ft away (100gp)	—	Abjur	1 a	Touch	V,S,M†	1 h (D)	P 287
○ Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P 289

3RD LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	—	Necro	1 min	10 ft	V,S,M	Instantaneous	P	212
○ Beacon of Hope	Any crea in range adv. on Wis/Death saves and gains max HP from any healing	—	Abjur	1 a	30 ft	V,S	Conc, 1 min	P	217
○ Bestow Curse	1 creature save or cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Wis	Necro	1 a	Touch	V,S	Conc, 1 min	P	218
○ Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S,Mf	Conc, 10 min	P	222
○ Create Food and Water	Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h	—	Conj	1 a	30 ft	V,S	Instantaneous	P	229
○ Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
○ Dispel Magic	Dispel all magical effects on crea or object; if above this SL, DC 10+SL Wisdom check (+3)	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
○ Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
○ Glyph of Warding	Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)	—	Abjur	1 h	Touch	V,S,M [†]	Till triggered	P	245
○ Life Transference	I take 4d8+1d8/SL Necrotic dmg (in full) and 1 crea in range I can see heals twice that in HP	—	Necro	1 a	30 ft	V,S	Instantaneous	X	160
○ Magic Circle	Celes., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see B (100gp cons.)	—	Abjur	1 min	10 ft	V,S,M [†]	1 h	P	256
○ Mass Healing Word	6 living creatures heal 1d4+1d4/SL+3 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	258
○ Meld into Stone (R)	I merge into a stone object large enough to contain me; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
○ Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
○ Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
★ Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M [†]	Instantaneous	P	272
○ Sending	Send a 25 word message to a familiar creature; it recognizes me and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
○ Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
○ Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	S:15-ft rad	V,S,M	Conc, 10 min	P	278
○ Spirit Shroud	My atks +1d8+1d8/2SL Cold/Necro/Radiant dmg, no heal until next turn; any crea I see -10 ft spd	—	Necro	1 bns	S:10-ft rad	V,S	Conc, 1 min	T	108
○ Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283
★ Vampiric Touch	Spell attack each turn as 1 a for 3d6+1d6/SL Necrotic dmg; I heal half the damage dealt	—	Necro	1 a	Self	V,S	Conc, 1 min	P	285
○ Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287