



LEVEL & CLASS

PLAYER NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

BACKGROUND

RACE

EXPERIENCE

Next Level

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Mace	✓ Str	Melee	+5	1d6+2	Bludgeoning
DESCRIPTION					
Light Crossbow	✓ Dex	80/320 ft	+3	1d8	Piercing
Ammunition, loading, two-handed					
Toll the Dead	✓ Wis	60 ft	DC 16	2d12	Necrotic
Wis save, success - no damage; If target is at full HP, d8 instead of d12 damage					
Sacred Flame	✓ Wis	60 ft	DC 16	2d8	Radiant
Dex save, no bonus from cover, success - no damage; 1 creature					

ATTACKS: WEAPONS & CANTRIPS

- Spellcasting (Cleric 1, PHB 58) [4 cantrips known]

I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability

I can use a holy symbol as a spellcasting focus for my cleric spells

I can cast my prepared cleric spells as rituals if they have the ritual tag

- ◆ Circle of Mortality (Grave Domain 1, XGtE 20)

Spells I cast to heal a living creature at 0 HP have their dice count as their max result.

I learn Spare the Dying, which I can cast as a bonus action with a range of 30 ft

- ♦ Eyes of the Grave (Grave Domain 1, XGtE 20) [Wisdom modifier per long rest]

As an action, I sense undead within 60 ft that aren't protected from divination magic

Until the end of my next turn, I sense the location of any undead not behind total cover

- ♦ Channel Divinity (Cleric 2, PHB 58) [1× per short rest]

I can channel divine energy to cause an effect; the save for this is my cleric spell DC

- ◆ Channel Divinity: Turn Undead (Cleric 2, PHB 59)

As an action, all undead within 30 ft that can see/hear me must make a Wisdom save

If an undead fails this save, it is turned for 1 minute or until it takes any damage.

Turned: move away, never within 30 ft of me, no reactions or actions other than Dash.

Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds

- ◆ Channel Divinity: Path to the Grave (Grave Domain 2, XGtE 20)

As an action, I can curse a creature within 30 ft until the end of my next turn.

It is vulnerable to all the damage from the next attack by me or my allies that hits it.

- ◆ **Destroy Undead** (Cleric 5, PHB 59) [CR ½ or lower]

An undead up to the CR above that fails its save when I use Turn Undead is destroyed

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

Fugue

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

CLERIC SPELLS

Wisdom

SPELLCASTING ABILITY

9

TO PREPARE

+8

ATTACK MODIFIER

DC 16

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
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
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
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
Spare the Dying	1 living creature with 0 current HP becomes stable	—	Necro	1 bns	30 ft	V,S	Instantaneous	P	277
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	SCHOOL	TIME	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	SCHOOL	TIME	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,Mf	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 atk 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,Mf	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