D&D BEYOND

Tilwae	Cleric 3	naturaltwentygames
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Human	Folk Hero	(Milestone)
	RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+2	14
DEXTERITY	+1	12
CONSTITUTION	+2	14
INTELLIGENCE	+0	11
WISDOM	+3	16
CHARISMA	+1	12

○	+2	Strength
○	+1	Dexterity
○	+2	Constitution
○	+0	Intelligence
⊙	+5	Wisdom
⊙	+3	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+1	Acrobatics	DEX
Ⓟ	+5	Animal Handling	WIS
○	+0	Arcana	INT
○	+2	Athletics	STR
○	+1	Deception	CHA
Ⓟ	+2	History	INT
○	+3	Insight	WIS
○	+1	Intimidation	CHA
○	+0	Investigation	INT
○	+3	Medicine	WIS
○	+0	Nature	INT
○	+3	Perception	WIS
○	+1	Performance	CHA
○	+1	Persuasion	CHA
Ⓟ	+2	Religion	INT
○	+1	Sleight of Hand	DEX
○	+1	Stealth	DEX
Ⓟ	+5	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+1
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
24		--

HIT POINTS

Total 3d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Potter's Tools, Vehicles (Land)

=== LANGUAGES ===
Common, 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

=== BONUS ACTIONS ===
War Priest • 3 / Long Rest
When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature 3 times per long rest.

=== SPECIAL ===
Channel Divinity • 1 / Short Rest
You can channel divine energy to fuel magical effects a number of times per short rest.

Channel Divinity: Guided Strike
When you make an attack roll, you can use Channel Divinity to gain a +10 bonus to the roll after the roll but before knowing the result.

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Mace	+4	1d6+2 Bludgeoning	Simple
Sling	+3	1d4+1 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Unarmed Strike	+4	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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=== 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 13, Spell Attack +5) 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.

| War Domain

* Bonus Proficiencies • PHB 63
You gain proficiency with martial weapons and heavy armor.

* War Priest • PHB 63
When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature 3 times per long rest.

| 3 / Long Rest • 1 Bonus Action

* Channel Divinity • PHB 58
You can channel divine energy to fuel magical effects a number of times per short rest

| 1 / Short Rest • Special

| Channel Divinity: Turn Undead: 1 Action

* Channel Divinity: Guided Strike • PHB 63
When you make an attack roll, you can use Channel Divinity to gain a +10 bonus to the roll after the roll but before knowing the result.

| Special

=== HUMAN RACIAL TRAITS ===

* Ability Score Increase • PHB 31

* Languages • PHB 31
You can speak, read, and write Common and one extra language.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	10
PP	0

NAME	QTY	WEIGHT
Chain Mail	1	55 lb.
Shield	1	6 lb.
Mace	1	4 lb.
Sling	1	--
Sling Bullets	20	1.5 lb.
Backpack	1	5 lb.
Blanket	1	3 lb.
Candle	10	--
Clothes, Common	1	3 lb.
Pot, Iron	1	10 lb.
Rations (1 day)	2	4 lb.
Shovel	1	5 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Potter's Tools	1	3 lb.

NAME	QTY	WEIGHT
Alms Box	1	--
Block of Incense	2	--
Censer	1	--
Vestments	1	--
Holy Symbol	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

WEIGHT CARRIED	ENCUMBERED	PUSH/DRAG/LIFT
105.5 lb.	210 lb.	420 lb.

EQUIPMENT

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Tilwae

CHARACTER NAME

Female	23	Medium	5'4"	145
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Torm	Fair	Green	Sandy Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I have a strong sense of fair play and always try to find the most equitable solution to arguments. I'm confident in my own abilities and

PERSONALITY TRAITS

Destiny. Nothing and no one can steer me away from my higher calling. (Any)

IDEALS

A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.

BONDS

The people who knew me when I was young know my shameful secret, so I can never go home

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Cleric	WIS	13	+5
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Light	Cleric	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Sacred Flame	Cleric	DEX 13	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O	Thaumaturgy	Cleric	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
	=== 1st LEVEL ===	4 Slots OOOO							
O	Bane <C>	Cleric	CHA 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 216	D: 1m, V/S/M
O	Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
O	Command	Cleric	WIS 13	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	Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
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 Magic [R]<C>	Cleric	--	1A + 10m	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
P	Divine Favor <C>	Cleric (Always Prepared)	--	1BA	Self	V,S	Concentration, up to 1 minute	PHB 234	D: 1m, V/S
O	Guiding Bolt	Cleric	+5	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	+5	1A	Touch	V,S	Instantaneous	PHB 253	V/S
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 13	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P	Shield of Faith <C>	Cleric (Always Prepared)	--	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 ===	2 Slots OO							
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 13	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
O	Calm Emotions <C>	Cleric	CHA 13	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	Enhance Ability <C>	Cleric	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, 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 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Lesser Restoration	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Object <C>	Cleric	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
P	Magic Weapon <C>	Cleric (Always Prepared)	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
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
P	Spiritual Weapon	Cleric (Always Prepared)	+5	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
O	Warding Bond	Cleric	--	1A	Touch	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Zone of Truth	Cleric	CHA 13	1A	60 ft./15 ft. Sphere	V,S	10 minutes	PHB 289	D: 10m, 15 ft. Sphere, V/S

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