

## Mirest

CHARACTER NAME

Cleric 4  
CLASS & LEVEL

OldSchoolNPC  
PLAYER NAME

Forest Gnome  
RACE

Sage  
BACKGROUND

(Milestone)  
EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+0

10

CONSTITUTION

+1

12

INTELLIGENCE

+3

16

WISDOM

+3

16

CHARISMA

+1

13

- +0 Strength
- +0 Dexterity
- +1 Constitution
- +3 Intelligence
- +5 Wisdom
- +3 Charisma

Saving Throw Modifiers

Advantage on INT Against Magic  
Advantage on WIS Against Magic  
Advantage on CHA Against Magic

SAVING THROWS

- +0 Acrobatics DEX
- +3 Animal Handling WIS
- +5 Arcana INT
- +0 Athletics STR
- +1 Deception CHA
- +5 History INT
- +3 Insight WIS
- +1 Intimidation CHA
- +3 Investigation INT
- +5 Medicine WIS
- +3 Nature INT
- +3 Perception WIS
- +1 Performance CHA
- +3 Persuasion CHA
- +3 Religion INT
- +0 Sleight of Hand DEX
- +0 Stealth DEX
- +3 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

+0  
INITIATIVE

ARMOR  
11  
CLASS

DEFENSES

INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)  
SPEED

Max HP  
27  
Current HP  
Temp HP  
--  
HIT POINTS

Total 4d8  
HIT DICE

SUCCESSSES  
FAILURES  
DEATH SAVES

=== ARMOR ===  
Light Armor, Medium Armor, Shields  
  
=== WEAPONS ===  
Martial Weapons, Simple Weapons  
  
=== LANGUAGES ===  
Common, Daelkyr, Deep Speech, Gnomish

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

Channel Divinity: Touch of Death  
When you hit a creature with a melee attack, you can spend a Channel Divinity use to deal an extra 13 points of necrotic damage.

ACTIONS

13 PASSIVE WISDOM (PERCEPTION)

13 PASSIVE WISDOM (INSIGHT)

13 PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, light	+2	1d8 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Mace	+2	1d6 Bludgeoning	Simple
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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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 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.

| Death Domain

\* Bonus Proficiency • DMG

You gain proficiency with martial weapons.

\* Reaper • DMG

You learn one necromancy cantrip from any spell list. When you cast a necromancy cantrip that normally targets only one creature, it can instead target two creatures within 5 ft. of each other.

\* 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: Touch of Death • DMG

When you hit a creature with a melee attack, you can spend a Channel Divinity use to deal an extra 13 points of necrotic damage.

| Special

\* Ability Score Improvement • PHB 59

### === FOREST GNOME RACIAL TRAITS ===

\* Darkvision • BR 37

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

\* Gnome Cunning • BR 37

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

\* Natural Illusionist • PHB 37

You know the minor illusion cantrip. INT is your spellcasting ability for it.

\* Speak with Small Beasts • PHB 37

You can communicate simple ideas with Small or smaller beasts.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	0	Leather	1	10 lb.	Block of Incense	2	--
		Mace	1	4 lb.	Censer	1	--
SP	0	Crossbow, light	1	5 lb.	Vestments	1	--
		Crossbow Bolts	20	1.5 lb.			
EP	0	Ink (1 ounce bottle)	1	--			
		Backpack	1	5 lb.			
GP	10	Clothes, Common	1	3 lb.			
		Alms Box	1	--			
PP	0	Small Knife	1	--			
		Holy Symbol	1	--			
	WEIGHT CARRIED	Blanket	1	3 lb.			
	41.5 lb.	Candle	10	--			
	ENCUMBERED	Rations (1 day)	2	4 lb.			
	150 lb.	Tinderbox	1	1 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	300 lb.						
					ATTUNED MAGIC ITEMS	QTY	WEIGHT

### EQUIPMENT

Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
P Spare the Dying	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 277	V/S
P Light	Cleric	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
P Word of Radiance	Cleric	CON 13	1A	5 ft.	V,M	Instantaneous	XGtE 171	V/M
P Sacred Flame	Cleric	DEX 13	1A	60 ft.	V,S	Instantaneous	PHB 272	V/S
O Minor Illusion	Natural Illusionist	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O Sapping Sting	Reaper	CON 13	1A	30 ft.	V,S	Instantaneous	EGtW 189	V/S
=== 1st LEVEL ===		4 Slots OOOO						
P Bless <C>	Cleric	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 219	D: 1m, V/S/M
P Cure Wounds	Cleric	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
P Healing Word	Cleric	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
P Sanctuary	Cleric	WIS 13	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
P False Life	Cleric (Always Prepared)	--	1A	Self	V,S,M	1 hour	PHB 239	D: 1h, V/S/M
P Ray of Sickness	Cleric (Always Prepared)	CON 13 / +5	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
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 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 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
O Guiding Bolt	Cleric	+5	1A	120 ft.	V,S	1 round	PHB 248	D: 1Rnd, V/S
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 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						
P Gentle Repose [R]	Cleric	--	1A	Touch	V,S,M	10 days	PHB 245	D: 10d, V/S/M
P Spiritual Weapon	Cleric	+5	1BA	60 ft.	V,S	1 minute	PHB 278	D: 1m, V/S
P Prayer of Healing	Cleric	--	10m	30 ft.	V	Instantaneous	PHB 267	V
P Blindness/Deafness	Cleric (Always Prepared)	CON 13	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
P Ray of Enfeeblement <C>	Cleric (Always Prepared)	CON 13 / +5	1A	60 ft.	V,S	Concentration, up to 1 minute	PHB 271	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 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 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
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 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

SPELLS