



Life Domain  
**Cleric**

CHARACTER NAME  
**Sage**

BACKGROUND  
**Aasimar**

SPECIES

Cleric

CLASS

Life Domain

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

17

SHIELD

HIT POINTS

CURRENT

TEMP

18

MAX

HIT DICE

SPENT

3x d8

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+2

14

MODIFIER

SCORE

INITIATIVE

+2

SPEED

30

SIZE

M

PASSIVE PERCEPTION

16

STRENGTH

+0

11

MODIFIER

SCORE

0

Saving Throw

0

Athletics

WISDOM

+4

18

MODIFIER

SCORE

☐ 2

Saving Throw

☐ 6

Arcana

☒ 4

History

☐ 2

Investigation

☐ 2

Nature

☒ 8

Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Quarterstaff	+2	1d6 +0	Bludgeoning
Spell Attack	+6		
Spell DC	14		

DEXTERITY

+2

14

MODIFIER

SCORE

☐ 2

Saving Throw

☐ 2

Acrobatics

☐ 2

Sleight of Hand

☐ 2

Stealth

CHARISMA

-2

6

MODIFIER

SCORE

☒ 0

Saving Throw

☐ -2

Deception

☐ -2

Intimidation

☐ -2

Performance

☐ -2

Persuasion

HEROIC INSPIRATION

CLASS FEATURES

Thaumaturge: Bonus to Arcana and Religion checks + Wisdom.

Channel Divinity: 2 charges per long rest and 1 per short rest. Use with Action.

Channel Divinity – Divine Spark: Point Holy Symbol at another creature (30 ft) to focus divine energy. 1d8+4 heal or Con save and Radiant damage, half on success.

Disciple of Life: All healing heals extra +3 HP (already noted in spells)

Channel Divinity – Preserve Life: Choose Bloodied (less than half health) creatures within 30 feet and heal 18 HP divided among them. Heal no more than half of HP total.

Channel Divinity – Turn Undead: Undead Wis save, 1 minute Frightened and Incapacitated.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

Simple weapons

TOOLS

SPECIES TRAITS

– Celestial Resistance to Necrotic & Radiant damage.

– Darkvision: 60 ft

– Healing Hands: Action to touch creature and heal 2d4+3 once per long rest.

– Celestial Revelation: 1x long rest, Bonus action transform, 1 min. Heavenly Wings sprout from your back temporarily. You have a Fly Speed of 30 ft.

FEATS

– Lucky: 2x Luck Points per long rest.

– Advantage: When you roll a d20, you can spend 1 Luck Point to give yourself Advantage on the roll.






























































































– Disadvantage: When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.



[illegible]

LANGUAGES
Common, Celestial

COINS				
CP	SP	EP	GP	PP
			100	
V	V	V	V	V

CANTRIPS & PREPARED SPELLS							
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material			Notes
C	Light	A	Touch				One object 40 ft light
C	Guidance	A	Touch				1 min, 1d4 to one ability check
C	Mending	1m	Touch				repairs a break or tear
C	Thaumaturgy	A	30 ft				Altered Eyes, Booming Voice, Fire Play, Invisible Hand, Phantom Sound, Tremors
C	Toll the Dead	A	60 ft				Wis save, 1d8 necrotic, 1d12 if hurt
1d	Aid	A	30 ft				3x creaturs HP max +5
1d	Bless	A	30 ft				3x creatures 1d4 to attack roll or save
1d	Cure wounds	A	Touch				Heal 2d8 +7
1	Purify Food and Drink	A/R	10 ft				remove poison and rot
1	Command	A	60 ft				Wis save: Approach, Drop, Flee, Grovel, Halt
1	Healing Word	B	60 ft				Heal 2d4 +7
1	Sanctuary	B	30 ft				Attack or spell against wared creature, Wis save, or lose attack or attack someone else
2d	Lesser Restoration	B	Touch				Heal: Blinded, Deafened, Paralyzed, or Poisoned
2	Spiritual Weapon	B	60 ft				Summon and attack: 1d8+4, Bonus action move 20 ft and attack
2	Calm Emotions	A	60 ft				20 ft sphere, Cha save, Immune to Charmed and Frightened, Indifferent about Hostility
							
							
							
							
							
							
							
							
							
							
							
							
							
							
							
							

# SPELLBOOK

## CANTRIPS

### GUIDANCE

*level 0 - divination*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

### LIGHT

*level 0 - evocation*

**Casting Time:** Action

**Range:** Touch

**Components:** V, M (a firefly or phosphorescent moss)

**Duration:** 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like. Covering the object with something opaque blocks the light. The spell ends if you cast it again.

### MENDING

*level 0 - transmutation*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (two lodestones)

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item, but it can't restore magic to such an object.

### THAUMATURGY

*level 0 - transmutation*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V

**Duration:** Up to 1 minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

**Altered Eyes.** You alter the appearance of your eyes for 1 minute.

**Booming Voice.** Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

**Fire Play.** You cause flames to flicker, brighten, dim, or change color for 1 minute.

**Invisible Hand.** You instantaneously cause an unlocked door or window to fly open or slam shut.

**Phantom Sound.** You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.

**Tremors.** You cause harmless tremors in the ground for 1 minute.

### TOLL THE DEAD

*level 0 - necromancy*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points it instead takes 1d12 Necrotic damage.

**Cantrip Upgrade.** The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

## LEVEL 1

### BLESS

*level 1 - enchantment*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S, M (a Holy Symbol, worth 5+ GP)

**Duration:** Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

**Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 1.

## COMMAND

*level 1 - enchantment*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop.** The target drops whatever it is holding and then ends its turn.

**Flee.** The target spends its turn moving away from you by the fastest available means.

**Grovel.** The target has the Prone condition and then ends its turn.

**Halt.** On its turn, the target doesn't move and takes no action or Bonus Action.

**Using a Higher-Level Spell Slot.** You can affect one additional creature for each spell slot level above 1.

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## CURE WOUNDS

*level 1 - abjuration*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

**Using a Higher-Level Spell Slot.** The healing increases by 2d8 for each spell slot level above 1.

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## HEALING WORD

*level 1 - abjuration*

**Casting Time:** Bonus Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier.

**Using a Higher-Level Spell Slot.** The healing increases by 2d4 for each spell slot level above 1.

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## PURIFY FOOD AND DRINK

*level 1 - transmutation (ritual)*

**Casting Time:** Action or Ritual

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range.

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## SANCTUARY

*level 1 - abjuration*

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V, S, M (a shard of glass from a mirror)

**Duration:** 1 minute

You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect.

The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

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## LEVEL 2

### AID

*level 2 - abjuration*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S, M (a strip of white cloth)

**Duration:** 8 hours

Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration.

**Using a Higher-Level Spell Slot.** Each target's Hit Points increase by 5 for each spell slot level above 2.

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### CALM EMOTIONS

*level 2 - enchantment*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Each Humanoid in a 20-foot-radius Sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature):

- The creature has Immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration.

- The creature becomes Indifferent about creatures of your choice that it's Hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.

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### LESSER RESTORATION

*level 2 - abjuration*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

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## **SPIRITUAL WEAPON**

*level 2 - evocation*

**Casting Time:** Bonus Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration.

The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

***Using a Higher-Level Spell Slot.*** The damage increases by 1d8 for every slot level above 2.