

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

CLERIC

DIVINE DOMAIN

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d8

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

CHANNEL DIVINITY

Used

Total

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

SPELLS SLOTS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

Cantrips Known

CANTRIPS & SPELLS PREPARED

Level (R)

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

DOMAIN SPELLS

Level

Spells

1st

3rd

5th

7th

9th

DIVINE DOMAIN FEATURE

LEVEL 1

CHANNEL DIVINITY: DIVINE DOMAIN

LEVEL 2

CHANNEL DIVINITY: TURN UNDEAD

LEVEL 2

Action. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If it fails, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DESTROY UNDEAD

LEVEL 5

When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table below.

Cleric Level

Destroys Undead of CR...

5th

1/2 or lower

8th

1 or lower

11th

2 or lower

14th

3 or lower

17th

4 or lower

DIVINE DOMAIN FEATURE

LEVEL 6

DIVINE DOMAIN FEATURE

LEVEL 8

DIVINE INTERVENTION

LEVEL 10

Action. You call on your deity to intervene on your behalf. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

20TH LEVEL: Your call for intervention succeeds automatically.

DIVINE DOMAIN FEATURE

LEVEL 17



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

SPELL
ATTACK BONUS

SPELL
SAVE DC

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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☐ SPELLCASTING FOCUS

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

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PREPARED

SPELL EFFECT

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