



Character name	Level	XP
Player name	Race	Alignment
Saving Throw Proficiencies		
STR: ATHLETICS	AC: CONDITIONS	
DEX: ACROBATICS, SLEIGHT OF HAND, STEALTH	Initiative: Maximum, Temporary	
CON: HIT POINTS	SPEED	
Hit Dice		
You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.		
Die size	Max. dice	Dice left
Death Saving Throws		
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.		
Successes	Failures	
Proficiency Bonus		
Passive Perception		
Armor, Weapon & Tool Proficiencies		
Known Languages		
Features & Other		
Currency		
Item		
Cleric of Knowledge		
Spells		
Equipment		
Inventory		
Character Sheet		

CLERIC OF KNOWLEDGE