



Character name	Level	XP
Player name	Race	Alignment
SAVING THROW		
ATHLETICS		
STRENGTH	AC	CONDITIONS
DEXTERITY		
INITIATIVE		
DEXTERITY	Maximum	Temporary
STEALTH		
CONSTITUTION		
HIT POINTS		
SAVING THROW	HIT DICE	
CONSTITUTION	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.	
INTELLIGENCE	Die size	Max. dice
WISDOM	Dice left	
CHARISMA	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 success 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.		
Proficiency Bonus	Successes	Failures
Passive Perception		
Armor, Weapon & Tool Proficiencies		
Known Languages		
Features & Other		
Currency	Amount	
Currently Equipped		
SPELLCASTING @ Level 1		
Regain all expended spell slots after a long rest .		
Spell attack		Spell DC
Cantrips known		Prepared spells
WRATH OF THE STORM @ Level 1		
When a creature within 5 ft. of you hits you with an attack, you can use your reaction to force the attacker to make a WIS save or take 2d8 lightning or thunder damage. Half damage on save. You can do this a number of times equal to your WIS (min. of 1). Regain after long rest.		
Max. uses	Number of times used	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
CHANNEL DIVINITY @ Level 2, 6 and 18		
Use a Channel Divinity feature. Regain after short or long rest.		
Max. uses	Number of times used	<input type="radio"/> <input type="radio"/>
CHANNEL DIVINITY: TURN UNDEAD @ Level 2		
As an action, each undead within 30 ft. that can see or hear you must make a WIS save or be turned for 1 min. or until it takes any damage. Turned creatures must spend their turn moving as far away from you as they can, can't willingly move within 30 ft. of you, or take reactions. For their action, they can only use Dash, or try to escape from an effect that prevents them from moving. If nowhere to move, uses Dodge action.		
CHANNEL DIVINITY: DESTRUCTIVE WRATH @ Level 2		
When rolling lightning or thunder damage, use this feature to deal max. damage instead of rolling.		
DESTROY UNDEAD @ Level 5		
When an undead fails its save against your Channel Divinity: Turn Undead, refer to the table below to see if the undead is destroyed.		
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	
THUNDERBOLT STRIKE @ Level 6		
When dealing lightning or thunder damage to a large or smaller creature, you can push it up to 10 ft. away from you.		
DIVINE STRIKE @ Level 8 and 14		
Once on your turn when you hit a creature with a weapon attack, you can choose to add 1d8 thunder damage to the attack. The damage increases to 2d8 when you reach 14th level.		
DIVINE INTERVENTION @ Level 10		
Describe some assistance you wish from your deity and roll percentile die. If you roll a number equal or lower than your cleric level, your deity intervenes. The outcome is determined by your DM. At level 20, calling for aid automatically succeeds. Regain after long rest or 7 days if success.		
Days until regain	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	
STORMBORN @ Level 17		
You have fly speed equal to current walking speed while not underground or indoors.		
Notes		

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