Character name

Player name

Level                XP

Race

Alignment

## STRENGTH
◯ ____ SAVING THROW
◯◯ ____ ATHLETICS

## DEXTERITY
◯ ____ SAVING THROW
◯◯ ____ ACROBATICS
◯◯ ____ SLEIGHT OF HAND
◯◯ ____ STEALTH

## CONSTITUTION
◯ ____ SAVING THROW

## INTELLIGENCE
◯ ____ SAVING THROW
◯◯ ____ ARCANA
◯◯ ____ HISTORY
◯◯ ____ INVESTIGATION
◯◯ ____ NATURE
◯◯ ____ RELIGION

## WISDOM
◯ ____ SAVING THROW
◯◯ ____ ANIMAL HANDLING
◯◯ ____ INSIGHT
◯◯ ____ MEDICINE
◯◯ ____ PERCEPTION
◯◯ ____ SURVIVAL

## CHARISMA
◯ ____ SAVING THROW
◯◯ ____ DECEPTION
◯◯ ____ INTIMIDATION
◯◯ ____ PERFORMANCE
◯◯ ____ PERSUASION

Proficiency Bonus          Passive Perception

Armor, Weapon & Tool Proficiencies
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Known Languages
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Features & Other
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Currency          Amount
Currency          Amount
Currency          Amount
Currency          Amount
Currency          Amount

AC          CONDITIONS

INITIATIVE

Maximum          Temporary

SPEED          HIT POINTS

## 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 wtih 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.

Successes  ◯ ◯ ◯        Failures  ◯ ◯ ◯

Weapon          Range
To hit          Damage
_____

Weapon          Range
To hit          Damage
_____

Weapon          Range
To hit          Damage
_____

Ammunition          Count
Ammunition          Count
Number of attacks per attack action  ◯ ◯ ◯ ◯ ◯

Currently Equipped
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Item          Count
Item          Count
Item          Count

## SPELLCASTING @ Level 1
Regain all expended spell slots after a **long rest**.

Spell attack          Spell DC
Cantrips known          Prepared spells

## CHANNEL DIVINITY @ Level 2, 6 and 18
Use a Channel Divinity feature. Regain after short or long rest.

Max. uses          Number of times used  ◯ ◯ ◯

## 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.

## 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 |

## 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          ◯ ◯ ◯ ◯ ◯ ◯ ◯

Notes
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CLERIC