



Character name	Level	XP
Player name	Race	Alignment
SAVING THROW		
ATHLETICS		
STRENGTH	AC	CONDITIONS
DEXTERITY		
INITIATIVE		
STEALTH		
SLEIGHT OF HAND		
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 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		
Currently Equipped		
Currency		
Item		
Item		
Item		
SPELLCASTING @ Level 1		
Regain all expended spell slots after a <b>long rest</b> .		
Spell attack		
Spell DC		
Cantrips known		
Prepared spells		
BLESSING OF THE TRICKSTER @ Level 1		
As an action, touch a willing creature other than yourself to grant adv. on Stealth checks for 1 hour or until you use this feature again.		
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.		
CHANNEL DIVINITY: INVOKE DUPPLICITY @ Level 2		
As an action, create a perfect illusion of yourself in an unoccupied space within 30 ft. of you for 1 min. or until you lose your concentration. As a bonus action, you can move the illusion up to 30 ft. to a space you can see within 120 ft. of you. You can cast spells as though you were in the illusion's space, but you must use your own senses. When both you and illusion are within 5 ft. of a creature that can see the illusion, you have adv. on attacks against that creature.		
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	
CHANNEL DIVINITY: CLOAK OF SHADOWS @ Level 6		
As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.		
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 poison 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 regen		
IMPROVED DUPPLICITY @ Level 17		
When using Invoke Duplicity, you can create 4 duplicates instead of 1. As a bonus action, you can move any number of them.		
Notes		

## CLERIC OF TRICKERY