



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	
Known Languages	
Features & Other	

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 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	

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	
Item	Count
Item	Count
Item	Count

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

Spell attack	Spell DC
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Cantrips known	Prepared spells
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**CHANNEL DIVINITY @ Level 2, 6 and 18**  
Use a Channel Divinity feature. Regain after short or long rest.

Max. uses	Number of times used	○ ○ ○
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**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, willfully 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: CHARM ANIMALS AND PLANTS @ Level 2**

As an action, each beast or plant creature within 30 ft. of you must make a WIS save or be charmed for 1 min. or until it takes damage.

**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

**DAMPEN ELEMENTS @ Level 6**

When a creature within 30 ft. of you takes acid, cold, fire, lightning or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

**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 cold, fire or lightning 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	○ ○ ○ ○ ○ ○ ○ ○
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**MASTER OF NATURE @ Level 17**

As a bonus action, verbally command what each creature charmed by your Charm Animals and Plants feature should do next turn.

Notes

CLERIC OF NATURE