



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		
INESCAPABLE DESTRUCTION @ Level 6		
Necrotic damage dealt by your spells and your Channel Divinity ignores resistance to necrotic damage.		
DIVINE STRIKE @ Level 8 / 14		
Once on your turn when you hit a creature with a weapon attack, you can choose to add 1d8 necrotic 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 REAPER @ Level 17		
When casting a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. Material components must be provided for each target.		
Notes		
Armor, Weapon & Tool Proficiencies		
Known Languages		
Features & Other		
Currency	Amount	
Currently Equipped		
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		
REAPER @ Level 1		
You learn one necromancy cantrip of your choice from any spell list. When you casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.		
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 checked="" type="radio"/> <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: TOUCH OF DEATH @ Level 2		
When you hit an enemy with a melee attack, you can use your Channel Divinity to inflict 5 + 2x cleric level additional necrotic 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	
INESCAPABLE DESTRUCTION @ Level 6		
Necrotic damage dealt by your spells and your Channel Divinity ignores resistance to necrotic damage.		
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