

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

<div data-bbox="115 50 237 79">Guidance</div> <div data-bbox="115 86 492 113">Cleric Cantrip Divination DC 12 Spell Mod +4</div> <div data-bbox="115 121 526 153"> 1 Act. Touch V,S Conc, 1 min </div> <div data-bbox="115 256 540 375"> <p>You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.</p> </div>	<div data-bbox="594 50 763 79">Sacred Flame</div> <div data-bbox="594 86 961 113">Cleric Cantrip Evocation DC 12 Spell Mod +4</div> <div data-bbox="594 121 920 153"> 1 Act. 60 ft V,S Inst </div> <div data-bbox="594 256 1019 445"> <p>Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p> </div>	<div data-bbox="1071 50 1297 79">Toll the Dead XGE</div> <div data-bbox="1071 86 1459 113">Cleric Cantrip Necromancy DC 12 Spell Mod +4</div> <div data-bbox="1071 121 1398 153"> 1 Action 60 Ft V,S Inst </div> <div data-bbox="1071 256 1503 468"> <p>You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).</p> </div>
<div data-bbox="115 718 181 747">Bane</div> <div data-bbox="115 753 503 781">Cleric Level 1 Enchantment DC 12 Spell Mod +4</div> <div data-bbox="115 789 526 821"> 1 Act. 30 ft V,S,M Conc, 1 min </div> <div data-bbox="115 825 241 848">A drop of blood</div> <div data-bbox="115 924 548 1180"> <p>Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p> </div>	<div data-bbox="594 718 660 747">Bless</div> <div data-bbox="594 753 980 781">Cleric Level 1 Enchantment DC 12 Spell Mod +4</div> <div data-bbox="594 789 1002 821"> 1 Act. 30 ft V,S,M Conc, 1 min </div> <div data-bbox="594 825 805 848">A sprinkling of holy water</div> <div data-bbox="594 924 1026 1134"> <p>You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p> </div>	<div data-bbox="1071 718 1261 747">Ceremony XGE</div> <div data-bbox="1071 753 1438 781">Cleric Level 1 Abjuration DC 12 Spell Mod +4</div> <div data-bbox="1071 789 1398 821"> 1 Hour Touch V,S,M Inst </div> <div data-bbox="1071 825 1445 869">25 gp worth of powdered silver, which the spell consumes</div> <div data-bbox="1071 924 1503 1369"> <p>You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water. You touch one vial of water and cause it to become holy water. Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target</p> </div>
<div data-bbox="115 1390 250 1419">Command</div> <div data-bbox="115 1425 503 1451">Cleric Level 1 Enchantment DC 12 Spell Mod +4</div> <div data-bbox="115 1459 464 1491"> 1 Act. 60 ft V 1 Rnd </div> <div data-bbox="115 1591 561 2037"> <p>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone</p> </div>	<div data-bbox="594 1390 896 1419">Create or Destroy Water</div> <div data-bbox="594 1425 995 1451">Cleric Level 1 Transmutation DC 12 Spell Mod +4</div> <div data-bbox="594 1459 920 1491"> 1 Act. 30 ft V,S,M Inst </div> <div data-bbox="594 1495 1003 1539">A drop of water if creating water or a few grains of sand if destroying it</div> <div data-bbox="594 1591 1026 1919"> <p>You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.</p> </div>	<div data-bbox="1071 1390 1240 1419">Cure Wounds</div> <div data-bbox="1071 1425 1430 1451">Cleric Level 1 Evocation DC 12 Spell Mod +4</div> <div data-bbox="1071 1459 1398 1491"> 1 Act. Touch V,S Inst </div> <div data-bbox="1071 1591 1498 1755"> <p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p> </div>

<p>Ceremony XGE <i>(reverse)</i></p> <p>makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.</p>		
		<p>Command <i>(reverse)</i></p> <p>and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>

<p>Detect Evil and Good</p> <p>Cleric Level 1 Divination DC 12 Spell Mod +4</p> <p>1 Act. Self V,S Conc, 10 mins</p> <p>For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<p>Detect Magic (ritual)</p> <p>Cleric Level 1 Divination DC 12 Spell Mod +4</p> <p>1 Act. Self V,S Conc, 10 mins</p> <p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>	<p>Detect Poison and Disease (ritual)</p> <p>Cleric Level 1 Divination DC 12 Spell Mod +4</p> <p>1 Act. Self V,S,M Conc, 10 mins</p> <p>A yew leaf</p> <p>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p>
<p>Guiding Bolt</p> <p>Cleric Level 1 Evocation DC 12 Spell Mod +4</p> <p>1 Act. 120 ft V,S 1 Rnd</p> <p>A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p>	<p>Healing Word</p> <p>Cleric Level 1 Evocation DC 12 Spell Mod +4</p> <p>1 B.A. 60 ft V Inst</p> <p>A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.</p>	<p>Identify (ritual)</p> <p>Cleric Level 1 Divination DC 12 Spell Mod +4</p> <p>1 min Touch V,S,M Inst</p> <p>A pearl worth at least 100 gp and an owl feather</p> <p>You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.</p>
<p>Inflict Wounds</p> <p>Cleric Level 1 Necromancy DC 12 Spell Mod +4</p> <p>1 Act. Touch V,S Inst</p> <p>Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p>	<p>Protection from Evil and Good</p> <p>Cleric Level 1 Abjuration DC 12 Spell Mod +4</p> <p>1 Act. Touch V,S,M Conc, 10 mins</p> <p>Holy water or powdered silver and iron, which the spell consumes</p> <p>Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.</p>	<p>Purify Food and Drink (ritual)</p> <p>Cleric Level 1 Transmutation DC 12 Spell Mod +4</p> <p>1 Act. 10 ft V,S Inst</p> <p>All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.</p>

<div data-bbox="115 52 245 84" data-label="Section-Header"> <h3>Sanctuary</h3> </div> <div data-bbox="115 88 482 115" data-label="Text"> <p>Cleric Level 1 Abjuration DC 12 Spell Mod +4</p> </div> <div data-bbox="115 121 461 157" data-label="Text"> <p>1 B.A. 30 ft V,S,M 1 min</p> </div> <div data-bbox="115 157 289 182" data-label="Text"> <p>A small silver mirror</p> </div> <div data-bbox="115 258 548 518" data-label="Text"> <p>You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.</p> </div>	<div data-bbox="592 52 773 84" data-label="Section-Header"> <h3>Searing Smite</h3> </div> <div data-bbox="592 88 953 115" data-label="Text"> <p>Cleric Level 1 Evocation DC 12 Spell Mod +4</p> </div> <div data-bbox="592 121 1002 157" data-label="Text"> <p>1 B.A. Self V Conc, 1 min</p> </div> <div data-bbox="592 258 1027 657" data-label="Text"> <p>The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above 1st.</p> </div>	<div data-bbox="1070 52 1256 84" data-label="Section-Header"> <h3>Shield of Faith</h3> </div> <div data-bbox="1070 88 1442 115" data-label="Text"> <p>Cleric Level 1 Abjuration DC 12 Spell Mod +4</p> </div> <div data-bbox="1070 121 1505 157" data-label="Text"> <p>1 B.A. 60 ft V,S,M Conc, 10 mins</p> </div> <div data-bbox="1070 157 1494 203" data-label="Text"> <p>A small parchment with a bit of holy text written on it</p> </div> <div data-bbox="1070 258 1500 329" data-label="Text"> <p>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</p> </div>
