



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

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 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

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

WAR PRIEST @ Level 1

When using the attack action, you can use a bonus action to make an additional attack. You can do this a number of times equal to your WIS modifier (min. of 1). Regain after long rest.

Max. uses

Number of times used

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: GUIDED STRIKE @ Level 2

When attacking you can use Channel Divinity to add +10 to roll. You can use this feature after you roll, but before the outcome is announced.

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: WAR GOD'S BLESSING @ Level 6

When a creature within 30 ft. of you makes an attack, you can use your reaction to add +10 to the roll. You can use this feature after the roll is made, but before the outcome is announced.

DIVINE STRIKE - LVL 8 / 14

Once on your turn when you hit a creature with a weapon attack, you can choose to add 1d8 damage of the same type dealt by the weapon 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

AVATAR OF BATTLE @ Level 17

You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.

Notes

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency

Amount

Currency

Amount

Currency

Amount

Currency

Amount

Currency

Amount