



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
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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
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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	

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

WARDING FLAME @ Level 1
When a creature you can see, within 30ft. of you, that can be blinded, attacks you, you can impose disadv. on the attack. You can do this a number of times equal to your WIS (min. of 1). Regain after long rest.

Max. uses	Number of times used
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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, 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: RADIANCE OF THE DAWN @ Level 2
You dispel any darkness within 30 ft. of you and each hostile creature within 30 ft. of you must make a CON save or take 2d10 + your cleric level radiant damage. Half damage on save. Creatures with total cover are not affected.

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

IMPROVED FLARE @ Level 6
You can now also use Warding Flame when a creature you can see within 30 ft. of you attacks a creature other than you.

POTENT SPELLCASTING @ Level 8
Add WIS modifier to any damage you deal with any Cleric cantrip

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

CORONA OF LIGHT @ Level 17
As an action, activate an aura for 1 min or until you dismiss it using another action. While active, you emit bright light in 60 ft. radius and dim light for another 30 ft. Enemies in the bright light have disadv. on saves against spells that deal fire or radiant damage.

Notes

Currency	Amount
Currency	Amount
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