



Character name

Player name

Level

XP

Race

Alignment

SAVING THROW

ATHLETICS

STRENGTH

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

DEXTERITY

SAVING THROW

CONSTITUTION

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

INTELLIGENCE

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

WISDOM

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

CHARISMA

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

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency

Amount

Currency

Amount

Currency

Amount

Currency

Amount

Currency

Amount

SPELLCASTING @ Level 1

Regain all expended spell slots after a long rest.

Spell attack

Spell DC

Cantrips known

Prepared spells

WRATH OF THE STORM @ Level 1

When a creature within 5 ft. of you hits you with an attack, you can use your reaction to force the attacker to make a WIS save or take 2d8 lightning or thunder damage. Half damage on save. 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

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: DESTRUCTIVE WRATH @ Level 2

When rolling lightning or thunder damage, use this feature to deal max. damage instead of rolling.

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

THUNDERBOLT STRIKE @ Level 6

When dealing lightning or thunder damage to a large or smaller creature, you can push it up to 10 ft. away from you.

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 thunder 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

STORMBORN @ Level 17

You have fly speed equal to current walking speed while not underground or indoors.

Notes