

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH	— SAVING THROW
	— ATHLETICS
DEXTERITY	— SAVING THROW
	— ACROBATICS
	— SLEIGHT OF HAND
	— STEALTH
CONSTITUTION	— SAVING THROW
INTELLIGENCE	— SAVING THROW
	— ARCANA
	— HISTORY
	— INVESTIGATION
	— NATURE
WISDOM	— SAVING THROW
	— ANIMAL HANDLING
	— INSIGHT
	— MEDICINE
	— PERCEPTION
CHARISMA	— SAVING THROW
	— DECEPTION
	— INTIMIDATION
	— PERFORMANCE
	— PERSUASION
PROFICIENCY BONUS	
PASSIVE WISDOM (PERCEPTION)	

BOONS	AC	CONDITIONS
INITIATIVE	MAX. TEMP.	HIT DICE
SPEED	HIT POINTS	SUCCESSES FAILURES DEATH

ATTACKS PER ACTION		
WEAPON	Attunement O	RANGE
TO HIT	DAMAGE	TYPE
WEAPON Attunement O RANGE		
TO HIT	DAMAGE	TYPE
WEAPON Attunement O RANGE		
TO HIT	DAMAGE	TYPE
AMMUNITION COUNT		

EQUIPMENT
Attuned Items

SPELLCASTING	
Spell Attack Modifier	Spell Save DC
Cantrips Known	Prepared Spells (WIS + LVL)
DIVINE DOMAIN	
Spell Level	Domain Spell List
1st	
3rd	
5th	
7th	
9th	
LVL 1 Ability	
LVL 6 Ability	
LVL 8 Ability	
LVL 17 Ability	
CHANNEL DIVINITY - LVL 2 / 6 / 18	
Use ability from channel divinity list. Regain after short or long rest.	Max Uses
DESTROY UNDEAD - LVL 5	
Destroy undead if fails save against turn undead if CR below:	
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
DIVINE INTERVENTION - LVL 10	
Call upon divine patron for aid. Regain after long rest or 7 days if success.	
CLERIC	

PROFICIENCIES
Ardor & Weapons
Languages
Tools
FEATURES & OTHER ABILITIES