

CHARACTER NAME

RACE BACKGROUND
ALIGNMENT EXPERIENCE POINTS

CLERIC

DIVINE DOMAIN

PROFICIENCY PASSIVE PERCEPTION
INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES
Used Total SUCCESSES FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC CHANNEL DIVINITY
Used Total

NAME	RANGE	CASTING TIME	SAVE

SPELLS SLOTS								
1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Cantrips Known

Level	1	2	3	4	5	6	7	8	9
1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STRENGTH SAVING THROWS ATHLETICS

DEXTERITY SAVING THROWS ACROBATICS SLEIGHT OF HAND STEALTH

CONSTITUTION SAVING THROWS

INTELLIGENCE SAVING THROWS ARCANA HISTORY INVESTIGATION NATURE RELIGION

WISDOM SAVING THROWS ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL

CHARISMA SAVING THROWS DECEPTION INTIMIDATION PERFORMANCE PERSUASION

RACIAL TRAITS

PROFICIENCIES LANGUAGES TOOLS & OTHER PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS
MEDIUM ARMOUR MARTIAL WEAPONS
HEAVY ARMOUR SHIELDS

DOMAIN SPELLS

Level	Spells
1st	
3rd	
5th	
7th	
9th	

DIVINE DOMAIN FEATURE LEVEL 1

CHANNEL DIVINITY: DIVINE DOMAIN LEVEL 2

CHANNEL DIVINITY: TURN UNDEAD LEVEL 2
Action. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If it fails, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DESTROY UNDEAD LEVEL 5

When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table 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 DOMAIN FEATURE LEVEL 6

DIVINE DOMAIN FEATURE LEVEL 8

DIVINE INTERVENTION LEVEL 10
Action. You call on your deity to intervene on your behalf. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.
20TH LEVEL: Your call for intervention succeeds automatically.

DIVINE DOMAIN FEATURE LEVEL 17