

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME



SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Cleric *DC 15 Mod +7*

Cleric *DC15 Mod+7*

Cleric *DC15 Mod+7*

Cleric *DC 15 Mod +7*

Cleric *DC 15 Mod +7*

Cleric *DC 15 Mod +7*

Cleric *DC 15 Mod +7*

Cleric *DC 15 Mod +7*

Cleric *DC 15 Mod +7*

Level-1 abjuration  Shield of Faith  A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration. Cleric <i>DC15 Mod +7</i>	Necromancy cantrip  Spare the Dying  You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs. Cleric <i>DC15 Mod +7</i>	Level-2 evocation  Spiritual Spear  A spear of magical force shimmers into being in your outstretched hand. You may wield it in battle as if you had proficiency in it. This spear does 1d8 piercing damage plus 1d8 force damage. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, it does an additional 1d10 force damage for each slot level above 2nd. Cleric <i>DC15 Mod +7</i>
Level-2 evocation  Spiritual Weapon  You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd. Cleric <i>DC15 Mod +7</i>	Evocation cantrip  Word of Radiance  You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). Cleric <i>DC15 Mod +7</i>	
