er Character R	ecoru			ARACTER NAME	Class	Cleric
Player:			Race			
Campaign:	Character Creation	Date:	Alignment	Size Sase	Deity A	Level Level
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	HIT POINT	Base Speed		ljusted Initiative Modifier
Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available H	it Dice	Death Saves
сои			d			Pass 🗆 🗆 🗆
INT				Add CON modifer	to each HD.	Exhaustion
wis		\dv:				Level Effect
СНА)isad:	d>a	10/0	₩ ₩	□ 1 DA on ability checks □ 2 Speed halved □ 3 DA on attacks and sav
Wis	Passive Percep	tion				☐ 4 HP maximum halved ☐ 5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I	ROFICIEN	☐6 Death
Description		TYPE		PROFIC		
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	SKILLS	:		SAVES:
DAMAGE DICE	→ MISC.	DAMAGE	Dex	Acrobatic		
	+ + =		Wis	Animal Hr Arcana 🗵	_	TOOLS:
	<u> </u>		Str 🗆	Athletics		10013.
WEAPON Description	REACH	or RANGE DAMAGE	Cha□	Deception	×2 ½	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History ×2		WEAPONS:
]+]+]=]↓	DAMAGE	Wis Cha	Insight ⊠ Intimidati		
	++=[Int [Investigat		
аммо □□	<u></u>		Wis	Medicine		
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Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	WisCha	Perceptio Performa		
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WEAPON		or RANGE DAMAGE	_			
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ARMOR ONC	RMOR+	LASS (AC) Calcula: MAGIC MIS 10 + +	C. AC	CHARACTER NA	AME	#
LIG	GHT DEX +	ARMOR MAGIC MIS	C. AC	Age	Gender	
Weight -	DEX A	ARMOR MAGIC MIS	ic. AC	Height	Weight	
HIELD OAF	EDIUM H2 MAX	+ +	_ =	Eyes	Hair	
	EAVY ARMOR	ARMOR MAGIC MIS	c.	Skin	Handedness	
Weight □ ○SH	HIELD (add to AC)	SHIELD MAGIC MIS	C. +AC	Physical Description	Tranucuress	
rotective I			AC Weight onus		48948	
			Jilus			
						CHARACTER SKETCH
ther Equip	pment			Languages		
ITEM	WT.	ITEM	WT.	Race		
			V -	Ability Adj.	"	
	X =		X =	Traits		
	X =		X =			
	X =		X =	Proficiencies		
	X =		X =	Design Former		
60-	X =		X =	Racial Lang's Background	đ	
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14 3	X =	DE CO	X =			
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	X =	AT CONTRACTOR OF THE PARTY OF T	X =			
		200		Equipment		
12				Bkgnd Lang's		
11/11/11/11	X =			Personality	V	
	X =		X =		/	
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	X =		X =			
_	X =	Coin Purse		Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle		Expenses/Day		Flaws		
reasure CP	SP	EPGP	PP			
				Feature		
				Magic Item:		Attuned
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lagic Item:			After the second			

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3 4 4 4		CHARACTE	R NAME	

Level:					CHARACT	ER NAME	•••••		#
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	Total Used	Reset Short or Long Rest	Destroy 5th LVL =1/2	s Undead of CR , 8th=1, 11th=2, 14th=4		8+	+ _ + _ =	P.B. V	Il Attack odifier += _{vis misc.}
T (Cantrips Cantrips	WIS = Wisdom Mod Spells		ficiency Bonus, MISC. = I			and Cast		
	Known	Prepare	ed 1st		3rd [4th			8th 9th
«M		WIS LVL (m		0001000	Div	vine T	<u>Olo O Ol</u> Domain	Domain Feature:	010
De la		SPELLS	and his	E STATE	フ				sed Reset
gain spell ur domair	slots after a long res spells are always pro	t. See page 20 epared and do	7 in the Play n't count a	yer's Handbook for painst your number	the Cleri of prepa	ic's Spell Li red spells.	st.	WIS (min 1)	Long Rest are, War: War Priest
	LVL Spell			Domai:	1 Spei	Spell		Light: vvarding Fix	Page
1st LVL									
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