Player:	ecord		Race		Class	Cleric
•	Character Creation	Data	Alignment	Size	Deity	Level
Campaign:		Date:	Alighment	Base Speed	1	diusted Initiative
Current XP: Ability	Next Level Goal: Ability Saving	ARMOR	_ HIT POINT			Speed Modifier D
Score	Modifier Throws □	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR						
DEX		\ /	HIT DICE total	Available H	t Dice	Death Saves
CON			d			Pass 🗆 🗆 [Fail 🗆 🗆 [
INT				Add CON modifer	to each HD.	Exhaustion
wis		Adv:				- Level Effect
CHA		Disad:	a s	10/0	× ×	□ 1 DA on ability checks □ 2 Speed halved □ 3 DA on attacks and sa
Wis	Passive Percep	tion	₹			☐4 HP maximum halved ☐5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION F	ROFICIEN	CY Death
Description	MACIO MICO	TYPE		PROFIC	CIENCII	<u>es</u>
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	SKILLS	•		SAVES:
DAMAGE DICE	MISC.	DAMAGE	Dex Wis D	Acrobatic Animal Hr		
			il Int	Animai ni Arcana 🗵	-	TOOLS:
	BEACH	or RANGE DAMAGE	Str 🗆	Athletics		
WEAPON Description	REACH	TYPE	Cha ∟	Deception		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int □ Wis□	History 🗵		WEAPONS:
DAMAGE DICE _	+	DAMAGE	Cha	Insight 🗵 Intimidati		
	+ + =		Int 🗆	Investigat		
аммо 🔲	<u> </u>		- -	Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature 🗵		ARMOR:
PROFICIENCY		ATTACK BONUS	Cha□	Perceptio Performa		
L H L DAMAGE DICE □	+ + = } +	DAMAGE	Cha□	Persuasio		OTHER:
	+		Int 🗆	Religion 🗵		
аммо □□	<u> </u>		Dex Dex	Sleight of Stealth ⊠		
WEAPON	REACH	or RANGE DAMAGE		Survival		
Description		ATTACK BONUS				
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ARMOR	DEX +	ASS (AC) Calcula MAGIC MIS	SC. AC		***	#
	DEX A	ARMOR MAGIC MIS	SC. AC	CHARACTER NA		
	RMOR +	++		Age	Gender	╡
Weight □ OM	EDIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	-
<u> Он</u>	EAVY ARMOR	++	SC. +AC	Skin	Handedness	⊒.
Weight □ Osi	HIELD (add to AC)	SHIELD MAGIC MIS		Physical Description		7
rotective l	tems		AC Weight			
		B	Ollus			
						CHARACTER SKETCH
ther Equi	nment			Languages		
ITEM	WT.	ITEM	WT.			
II EIGH		11.541		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
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	X =		X =	. I VIIVICIICIES		
	X =		X =	Racial Lang's		
	× _273	79	X =	Background	d	
THE Y	X	III A	X =			
		PAT MARCH 1)	Ĥ	Proficiencies		
	X X =		X =			
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	X =		X =			
A STATE OF THE STA	Χ =		X =	Bkgnd Lang's		
	X =		X =	Personality	<i>y</i>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =	-		
	X =	Coin Purse				
	1.			Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws		
reasure CF	SP	EPGP	PP			
				Factoria		
				Feature		
				Magic Item:		Attuned
tania Itana.			Attun	ed Magic Item:		Attuned
agic Item:						

Employ	kground or Not			#
3 4 4 4		CHARACTE	R NAME	

Level:					#				
سنعتر	Channel Di		Tur	undead	W.		ell Save D	C Spel	l Attack
	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		
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«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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