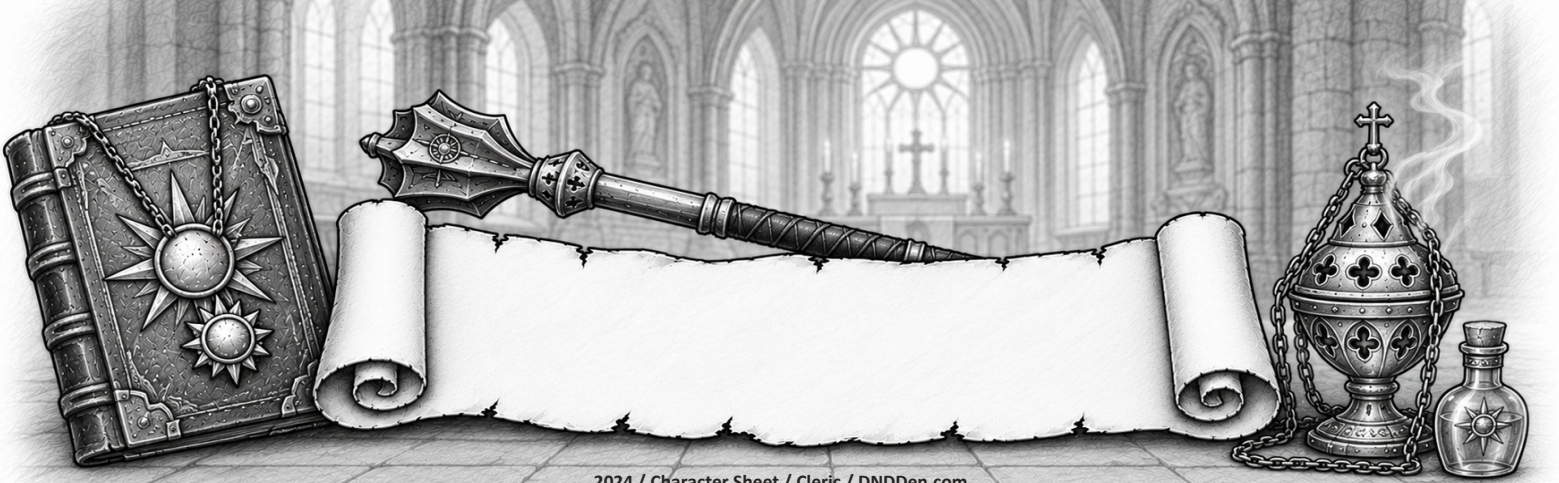




|                               |             |             |             |                |
|-------------------------------|-------------|-------------|-------------|----------------|
| CHARACTER NAME / ALIAS        |             | SPECIES     | BACKGROUND  |                |
| <div></div>                   |             | <div></div> | <div></div> |                |
| SUBCLASS (CHOOSE AT CLERIC 3) | CLERIC LV.  | TOTAL LV.   | PLAYER      | XP / MILESTONE |
| <div></div>                   | <div></div> | <div></div> | <div></div> | <div></div>    |

|                                                                                                                            |                                                                                                                            |                                                                                                                            |                                                                                                                            |                                                                                                                            |                                                                                                                            |
|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <div>STR</div> <div><div></div><div></div></div> <div>SCORE MOD</div> <div><input type="checkbox"/> SAVE <div></div></div> | <div>DEX</div> <div><div></div><div></div></div> <div>SCORE MOD</div> <div><input type="checkbox"/> SAVE <div></div></div> | <div>CON</div> <div><div></div><div></div></div> <div>SCORE MOD</div> <div><input type="checkbox"/> SAVE <div></div></div> | <div>INT</div> <div><div></div><div></div></div> <div>SCORE MOD</div> <div><input type="checkbox"/> SAVE <div></div></div> | <div>WIS</div> <div><div></div><div></div></div> <div>SCORE MOD</div> <div><input type="checkbox"/> SAVE <div></div></div> | <div>CHA</div> <div><div></div><div></div></div> <div>SCORE MOD</div> <div><input type="checkbox"/> SAVE <div></div></div> |
|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|

Skills & insight

| P                        | E                        | TOTAL       | SKILL           |     |
|--------------------------|--------------------------|-------------|-----------------|-----|
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Acrobatics      | DEX |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Animal Handling | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Arcana          | INT |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Athletics       | STR |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Deception       | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | History         | INT |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Insight         | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Intimidation    | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Investigation   | INT |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Medicine        | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Nature          | INT |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Perception      | WIS |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Performance     | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Persuasion      | CHA |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Religion        | INT |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Sleight of Hand | DEX |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Stealth         | DEX |
| <input type="checkbox"/> | <input type="checkbox"/> | <div></div> | Survival        | WIS |

P = proficiency | E = Expertise (2 x PB)

PASSIVE PERCEPTION

Armor, vitality & resolve

|             |             |             |             |             |
|-------------|-------------|-------------|-------------|-------------|
| AC          | INITIATIVE  | SPEED       | PROF. BONUS |             |
| <div></div> | <div></div> | <div></div> | <div></div> |             |
| MAX HP      | CURRENT HP  | TEMP HP     | D8 REMAIN   | D8 TOTAL    |
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |

DEATH SAVES

|      |                          |                          |                          |                                                                                       |
|------|--------------------------|--------------------------|--------------------------|---------------------------------------------------------------------------------------|
| PASS | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> HEROIC INSPIRATION                                           |
| FAIL | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Immediately after rolling a die, spend to reroll that die. You must use the new roll. |

Weapons & sacred strikes

|             |             |               |                 |
|-------------|-------------|---------------|-----------------|
| NAME        | HIT / SAVE  | DAMAGE / TYPE | RANGE / MASTERY |
| <div></div> | <div></div> | <div></div>   | <div></div>     |
| <div></div> | <div></div> | <div></div>   | <div></div>     |
| <div></div> | <div></div> | <div></div>   | <div></div>     |

Spells: pages 4-5. Channel Divinity and Blessed Strikes: page 2.

Languages & tools

A vessel of divine power

|                   |                   |                                                                 |
|-------------------|-------------------|-----------------------------------------------------------------|
| CHANNEL USES LEFT | MAX USES / LV. 2+ | DIVINE ORDER / SEE PAGE 3                                       |
| <div></div>       | <div></div>       | <div></div>                                                     |
| SPELL ATTACK      | SPELL SAVE DC     | WIS casting: attack = WIS mod + PB; save DC = 8 + WIS mod + PB. |
| <div></div>       | <div></div>       |                                                                 |

Channel Divinity: regain one spent use per Short Rest and all per Long Rest.

# A CONDUIT FOR THE DIVINE

Use Cleric level for class features. Short Rest = SR; Long Rest = LR.

## Channel Divinity / Lv. 2

Choose one available effect per use. Uses: **2 at Lv. 2; 3 at Lv. 6; 4 at Lv. 18.** Regain **one spent use per SR** and **all uses per LR.** Saves use your **Cleric spell save DC.**

**Divine Spark / Magic action.** Point your Holy Symbol at **another creature you can see within 30 ft.** Roll **1d8 + WIS mod:** heal that much HP, or force a CON save for that much Necrotic or Radiant damage (your choice); half damage on success, rounded down.

*Dice: 2d8 at Lv. 7; 3d8 at Lv. 13; 4d8 at Lv. 18.*

## Turn & Sear Undead

**Turn Undead / Magic action / 1 Channel use.** Present your Holy Symbol. Each chosen Undead within **30 ft.** makes a **WIS save.** Failure: **Frightened and Incapacitated for 1 minute;** on its turns, it tries to move as far from you as possible.

Ends on a creature if it takes damage, you become Incapacitated, or you die.

**Lv. 5 / Sear Undead:** when turning, optionally roll **WIS mod d8s (minimum 1d8).** Each failed-save target takes that Radiant damage. **This damage does not end the turn effect.**

## Blessed Strikes / Lv. 7

Choose **one** option. Use only this choice if an older Cleric subclass also grants either option.

**Divine Strike:** once on each of your turns, when a weapon attack roll hits a creature, add **1d8 Necrotic or Radiant** damage. At **Lv. 14: 2d8.**

**Potent Spellcasting:** add WIS mod to damage dealt by Cleric cantrips. At **Lv. 14:** when you cast a Cleric cantrip and damage a creature, grant **Temp HP = 2 x WIS mod** to yourself or another creature within **60 ft.**

CHOSEN BLESSED STRIKES OPTION

## Divine Intervention / Lv. 10

**Magic action, once per LR:** choose any Cleric spell of **level 5 or lower** that does not require a Reaction to cast. Cast it as part of this action, with **no spell slot or Material components.** It need not be prepared.

**Lv. 20 / Greater Divine Intervention:** you may choose **Wish** instead. If you do, regain Divine Intervention only after **2d4 Long Rests.** Wish's own rules and consequences still apply.

☐ USED

WISH / LONG RESTS UNTIL RECOVERY

## From first prayer to divine herald

SPELL SLOTS BY LEVEL

| LV. | PB | CD | CAN. | PREP. | FEATURE / CHOICE            | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|----|----|------|-------|-----------------------------|---|---|---|---|---|---|---|---|---|
| 1   | +2 | -  | 3    | 4     | Casting; Divine Order       | 2 | - | - | - | - | - | - | - | - |
| 2   | +2 | 2  | 3    | 5     | Channel Divinity            | 3 | - | - | - | - | - | - | - | - |
| 3   | +2 | 2  | 3    | 6     | Subclass                    | 4 | 2 | - | - | - | - | - | - | - |
| 4   | +2 | 2  | 4    | 7     | ASI / eligible feat         | 4 | 3 | - | - | - | - | - | - | - |
| 5   | +3 | 2  | 4    | 9     | Sear Undead                 | 4 | 3 | 2 | - | - | - | - | - | - |
| 6   | +3 | 3  | 4    | 10    | Subclass feature            | 4 | 3 | 3 | - | - | - | - | - | - |
| 7   | +3 | 3  | 4    | 11    | Blessed Strikes             | 4 | 3 | 3 | 1 | - | - | - | - | - |
| 8   | +3 | 3  | 4    | 12    | ASI / eligible feat         | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9   | +4 | 3  | 4    | 14    | -                           | 4 | 3 | 3 | 3 | 1 | - | - | - | - |
| 10  | +4 | 3  | 5    | 15    | Divine Intervention         | 4 | 3 | 3 | 3 | 2 | - | - | - | - |
| 11  | +4 | 3  | 5    | 16    | -                           | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 12  | +4 | 3  | 5    | 16    | ASI / eligible feat         | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 13  | +5 | 3  | 5    | 17    | -                           | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 14  | +5 | 3  | 5    | 17    | Improved Blessed Strikes    | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - |
| 15  | +5 | 3  | 5    | 18    | -                           | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 16  | +5 | 3  | 5    | 18    | ASI / eligible feat         | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - |
| 17  | +6 | 3  | 5    | 19    | Subclass feature            | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18  | +6 | 4  | 5    | 20    | Channel Divinity improves   | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19  | +6 | 4  | 5    | 21    | Epic Boon / eligible feat   | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20  | +6 | 4  | 5    | 22    | Greater Divine Intervention | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

CD = Channel Divinity uses. CAN. excludes Thaumaturge's extra cantrip. PREP. excludes spells always prepared by other Cleric features. Slots assume only Cleric levels; PB uses total character level.

# THE SACRED COVENANT DOSSIER

Your faith, your allies, your story. Fill the fields that apply to your character.

## Portrait

CHARACTER PORTRAIT

## The soul behind the symbol

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

## Deity, temple, allies & sacred promises

## Subclass & chosen talents

Subclass features arrive at Cleric 3, 6 and 17.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 17 / FEATURE / USES

## Feats, origins & resources

## Divine Order / Lv. 1

Choose **one** sacred role.  
**Protector:** Martial weapon proficiency and Heavy armor training.  
**Thaumaturge:** one extra Cleric cantrip; add WIS modifier (minimum +1) to INT (Arcana or Religion) checks.

HOLY SYMBOL / FAITH / SACRED ROLE

## Gear, coin & spoils

| CP | SP | EP | GP | PP |
|----|----|----|----|----|
|    |    |    |    |    |

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

## Conditions & ongoing effects

## PRAYERS, MIRACLES & SPELLS

Record spell sources and casting restrictions. Continue your repertoire on page 5.

### Spell slots / remaining and maximum

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | / | 2 | / | 3 | / | 4 | / | 5 | / | 6 | / | 7 | / | 8 | / | 9 | / |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

*Regain all expended slots after a Long Rest. Use multiclass slot totals when applicable.*

## Prepare the day's magic

**Preparation:** change any prepared Cleric spells after a **Long Rest**, choosing spells of levels you can cast as a Cleric. Always-prepared spells from other Cleric features are extra. Replace **one Cleric cantrip** when gaining a Cleric level.

**One slot per turn:** expend only one spell slot to cast a spell on a turn. A prepared Ritual can be cast with +10 minutes and no slot. A Holy Symbol replaces only Material components with no listed cost that are not consumed.

PREPARED / LIMIT

CONCENTRATION / SPELL / TIME LEFT

CON SAVE / BONUS

## Cantrips / no spell slots required

CANTRIP / SOURCE

TIME

RANGE

DURATION / C

SAVE / EFFECT / V. S. M

Base cantrips: 3 at Lv. 1; 4 at Lv. 4; 5 at Lv. 10. *Thaumaturge* adds one.

### Prepared & always-prepared spells / level 1+

P/A

LV.

### SPELL / SOURCE

TIME

RANGE

DURATION / C

SAVE / EFFECT / V. S. M

*P* = prepared; *A* = always prepared. Add *R* in Time for Ritual; *C* in Duration for Concentration.

# THE BOOK OF DAILY PRAYERS

Spell record continued. Print extra copies of this page for additional spells.

## Prepared & always-prepared spells / continued

*P* = prepared | *A* = always prepared | *R* = Ritual in Time | *C* = Concentration in Duration

## Rare materials & charges

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## Keep the magic alive

**Concentration:** ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Rituals and other spells taking 1 minute or longer require Concentration during casting.

## Begin your path

**First class: Cleric.** WIS primary; D8 Hit Point Die; WIS and CHA saves. Simple weapons, Light and Medium armor, Shields. Choose **2 skills:** History, Insight, Medicine, Persuasion or Religion. Divine Order may add training (page 3).

**Multiclass entry:** WIS 13+, plus your other classes' prerequisites. Gain the Cleric Hit Point Die, Light and Medium armor, Shields, and level 1 features (including Divine Order). No automatic core skill, save or weapon proficiencies or starting gear. Count all Cleric levels for combined Spellcasting slots; prepare spells separately by class.

All fields are manual. Add your chosen domain features and spell restrictions. Print extra spell pages when needed. Rules: SRD 5.2.1, Cleric pp. 36-38; spellcasting pp. 104-106; Concentration p. 179.