

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

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

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

d10

DEATH SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

1st

2nd

3rd

4th

5th

LAY ON HANDS

Used

Total

DIVINE SENSE

Used

Total

Level (R)

SPELLS PREPARED

DIVINE SENSE

LEVEL 1

Action. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You also detect the presence of any consecrated or desecrated place or object. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LAY ON HANDS

LEVEL 1

You have a pool of magical healing equal to 5 x your Paladin level. As an action, you can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. You can expend 5 points from your pool to cure one disease or neutralize one poison affecting the target.

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

PALADIN

SACRED OATH

FIGHTING STYLE

LEVEL 2

DIVINE SMITE

LEVEL 2

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra radiant damage to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

DIVINE HEALTH

LEVEL 3

You are immune to disease.

SACRED OATH FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

AURA OF PROTECTION

LEVEL 6

You and friendly creatures within 10 feet of you gain a bonus to the saving throws equal to your Charisma modifier. You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

SACRED OATH FEATURE

LEVEL 7

AURA OF COURAGE

LEVEL 10

You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

IMPROVED DIVINE SMITE

LEVEL 11

Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

CLEANSING TOUCH

LEVEL 14

As an action you can end one spell on yourself or a willing creature that you touch. You can do this a number of times equal to your Charisma modifier. You regain expended uses of this feature when you finish a long rest.

SACRED OATH FEATURE

LEVEL 15

SACRED OATH FEATURE

LEVEL 20