

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS

AGE

EYES

HEIGHT

WEIGHT

HAIR

SKIN

LEVEL

XP

PROFICIENCY BONUS**STRENGTH****DEXTERITY****CONSTITUTION****INTELLIGENCE****WISDOM****CHARISMA****HEROIC INSPIRATION****SAVING THROWS****SKILLS****INITIATIVE****ARMOR CLASS****SPEED****DEATH SAVES****SUCCESES****HIT POINTS****HIT DICE**

TEMP

SPENT

CURRENT

MAX

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

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WEAPON MASTERS**PALADIN'S SMITE****SPELLCASTING****CHANNEL DIVINITY****SPELL ATTACK BONUS****USES****SPELL SAVE DC****SPENT****SPELL SLOTS**

1ST	2ND	3RD	4TH	5TH
◆	◆	◆	◆	◆
◆	◆	◆	◆	◆
◆	◆	◆	◆	◆

EXPENDED

LAY ON HANDS

SPENT

POOL

ADDITIONAL NOTES**EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

TOOLS

Paladin Level Spells

3RD

5TH

9TH

13TH

17TH

OATH SPELLS**CLASS FEATURES**

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
<input type="text"/>				

APPEARANCE

Description

BACKSTORY & PERSONALITY**EQUIPMENT**

Magic Item Attunement

**LANGUAGES**

Alignment

COINS

CP	SP	EP	GP	PP
<input type="text"/> A	<input type="text"/> V	<input type="text"/> A	<input type="text"/> V	<input type="text"/> A

COMPANION NAME

SIZE

TYPE

NOTES**HIT POINTS****HIT DICE**

TEMP

CURRENT

MAX

AC

INITIATIVE

SPENT

MAX

SPEED

STR

SCORE MOD SAVE

INT

SCORE MOD SAVE

SENSES**DEX****WIS****CON****CHA****TRAITS****ATTACKS**

Name

Atk Bonus/DC Damage & Type

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LANGUAGES

COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small triangle pointing upwards, and below each box is a small triangle pointing downwards. The boxes are labeled as follows:

- CP
- SP
- EP
- GP
- PP

CANTRIPS & PREPARED SPELLS

KNOWN SPELLS