



Character name	
Player name	

Level	XP
Race	Alignment

	<b>SAVING THROW</b> ATHLETICS
	<b>SAVING THROW</b> ACROBATICS SLEIGHT OF HAND STEALTH
	<b>SAVING THROW</b>
	<b>SAVING THROW</b> ARCANA HISTORY INVESTIGATION NATURE RELIGION
	<b>SAVING THROW</b> ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
	<b>SAVING THROW</b> DECEPTION INTIMIDATION PERFORMANCE PERSUASION
Proficiency Bonus	
Passive Perception	

	<b>CONDITIONS</b>		
	<b>INITIATIVE</b>		
	<b>SPEED</b>		
<b>HIT POINTS</b>			
<b>HIT DICE</b> You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.			
Dice size	Max. dice	Dice left	
<b>DEATH SAVING THROWS</b> If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 successes and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.			
Successes	○ ○ ○	Failures	○ ○ ○
<b>Weapon</b>	Range		
To hit	Damage		
<b>Weapon</b>	Range		
To hit	Damage		
<b>Weapon</b>	Range		
To hit	Damage		
<b>Ammunition</b>	Count		
Ammunition	Count		
Number of attacks per attack action			
○ ○ ○ ○ ○			

Currently Equipped	
<b>Currency</b>	Amount
<b>Item</b>	Count
<b>Item</b>	Count
<b>Item</b>	Count

**DIVINE SENSE @ Level 1**  
As an action, until the end of your next turn, you know the location of any celestial, fiend or undead, and areas or objects consecrated or desecrated with the Hallow spell within 60 ft. You can use this a number of times equal to your CHA modifier + 1. Regain after long rest.

Max. uses	Times used	○ ○ ○ ○ ○ ○
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**LAY ON HANDS @ Level 1**  
As an action, you can touch a creature and heal from a pool of HP. Alternatively spend 5 HP from pool to cure one disease or poison. No effect on undead or construct. Regain HP after long rest.

Pool of HP
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**FIGHTING STYLE @ Level 1**  
○ Defense  
While wearing armor, you gain a +1 bonus to AC.  
○ Dueling  
When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.  
○ Great Weapon Fighting  
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll.  
○ Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**SPELLCASTING @ Level 2**  
Regain all expended spell slots after a **long rest**.

Spell attack	Spell DC	Spells known
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**DIVINE SMITE @ Level 2**  
When you hit a creature with an attack, you can expend a 1st level spell slot to add 2d8 radiant damage to the attack. Add an extra 1d8 per spell slot level greater than 1. Add an extra 1d8 if target is undead or a fiend.

**DIVINE HEALTH @ Level 3**  
You are now immune to disease.

**TENETS OF VENGEANCE @ Level 3**  
**Fight the Greater Evil:** Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.  
**No Mercy for the Wicked:** Ordinary foes might win my mercy, but my sworn enemies do not.

**By Any Means Necessary:** My qualms can't get in the way of exterminating my foes.  
**Restitution:** If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

**CHANNEL DIVINITY @ Level 3**  
Use a Channel Divinity feature. Regain after short or long rest.

Number of times used	○
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**CHANNEL DIVINITY: ABJURE ENEMY @ Level 3**  
As an action, choose one creature you can see within 60 ft. of you that must make a WIS save or be frightened for 1 minute or until it takes damage. While frightened, the creature's speed is 0 and does not benefit from any bonuses to its speed. On a success, its speed is halved for 1 minute or until it takes damage. No effect on creatures immune to being frightened. Fiends and undead have disadv. on the save.

**CHANNEL DIVINITY: VOW OF ENMITY @ Level 3**  
As a bonus action, you gain adv. against a creature you can see within 10 ft. of you for 1 minute or until it drops to 0 HP or falls unconscious.

**AURA OF PROTECTION @ Level 6 and 18**  
Whenever you or a friendly creature within 10 ft. of you must make a saving throw, the creature gets a bonus to the roll equal to your CHA modifier (min. of +1). You must be conscious to grant this bonus. At 18th level, range increases to 30 ft.

**RELENTLESS AVENGER @ Level 7**  
When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack as part of the reaction. This movement does not provoke opportunity attacks.

**AURA OF COURAGE @ Level 10 and 18**  
You and friendly creatures within 10 ft. of you cannot be frightened while you are conscious. At 18th level, range increase to 30 ft.

**IMPROVED DIVINE SMITE @ Level 11**  
You always add 1d8 radiant damage to all attacks with melee weapons.

**CLEANSING TOUCH @ Level 14**  
As an action, you can end one spell on a creature you touch. You can use this a number of times equal to your CHA modifier (min. of 1). Regain after long rest.

Max. uses	Number of times used	○ ○ ○ ○ ○ ○
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**SOUL OF VENGEANCE @ Level 15**  
When a creature affected by your Vow of Enmity makes an attack, you can use your reaction to make a melee attack against that creature provided that it is within range.

**AVENGING ANGEL @ Level 20**  
As an action you assume the form of an angelic avenger. For 1 hour:  
- Wings sprout from your back and you have a fly speed of 60 ft.  
- You emanate an aura of menace in a 30 ft. radius. When an enemy enters the aura or starts its turn there during battle, the creature must make a WIS save or be frightened of you for 1 minute or until it takes any damage. Attacks against the frightened creature has adv. Regain after long rest.

Number of times used	○
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Notes