



Character name
Player name

Level	XP
Race	Alignment

STRENGTH	SAVING THROW ATHLETICS
DEXTERITY	SAVING THROW ACROBATICS SLEIGHT OF HAND STEALTH
CONSTITUTION	SAVING THROW
INTELLIGENCE	SAVING THROW ARCANA HISTORY INVESTIGATION NATURE RELIGION
WISDOM	SAVING THROW ANIMAL HANDLING INSIGHT MEDICINE PERCEPTION SURVIVAL
CHARISMA	SAVING THROW DECEPTION INTIMIDATION PERFORMANCE PERSUASION

Proficiency Bonus Passive Perception

AC	CONDITIONS
INITIATIVE	Maximum Temporary
SPEED	HIT POINTS

HIT DICE
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

DEATH SAVING THROWS
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

Weapon	Range
To hit	Damage

Weapon

To hit

Damage

Ammunition

Ammunition

Number of attacks per attack action

Currently Equipped

Currency	Amount
Item	Count
Item	Count
Item	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	<input type="radio"/>
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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

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.

CHANNEL DIVINITY @ Level 3

Use a Channel Divinity feature. Regain after short or long rest.

Number of times used

CHANNEL DIVINITY: CONTROL UNDEAD @ Level 3

As an action, one undead creature you can see within 30 ft. of you must make a WIS saving throw or obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your level is immune to this effect.

CHANNEL DIVINITY: DREADFUL ASPECT @ Level 3

As an action, each creature of the your choice that can see you within 30 ft. of you must make a WIS saving throw or be frightened of you for 1 minute. If a frightened creature ends its turn more than 30 ft. away from you, it can attempt another WIS saving throw to end the effect on it.

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.

AURA OF HATE @ Level 7 / 18

You, and any fiends and undead within 10 ft. of you gain a bonus to melee weapon damage rolls equal to your CHA modifier (min. of +1). A creature can benefit from this feature from only one paladin at a time. At 18th level, range increases to 30 ft.

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	<input type="radio"/>
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SOUL OF VENGEANCE @ Level 15

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

AVENGING ANGEL @ Level 20

As an action, you surround yourself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30 ft. radius around you to dim light. Whenever an enemy that is frightened by you starts its turn in the aura, it takes 4d10 psychic damage. Additionally, you and creatures you choose in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow. While the aura lasts, you can use a bonus action on your turn to cause the shadows in the aura to attack one creature, you makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + your CHA modifier. Regain after a long rest.

Notes