



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	

#### 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     

#### 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

#### 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

#### 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 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     

Notes

Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage
Weapon	Range
To hit	Damage

Ammunition	Count
Ammunition	Count
Number of attacks per attack action	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Currently Equipped	
Item	Count
Item	Count
Item	Count

#### Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount

PALADIN