

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

CP

SP

EP

GP

PP

WEIGHT

EQUIPMENT

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Healing Hands. As an action, you can touch a creature and cause it to regain 3 hit points. (once / long rest)

Light Bearer. You know the light cantrip. Charisma is your spellcasting ability for it.

Radiant Soul. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level. (1/LR)

Divine Sense. 4 / long rest. As an action, you can open your awareness to detect presence of strong evil. 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 know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount (15) remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it.

Fighting Style.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapon's damage. 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. The divine magic flowing through you makes you immune to disease.

Sacred Oath.

Oath of Vengeance.

Tenets of the Ancients.

Channel Divinity. You have the Abjure Enemy and Vow of Enmity Channel Divinity options.

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Vehicles land, Playing card set

Languages. Common, Celestial

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I've lost too many friends, and I'm slow to make new ones.
I'm haunted by memories of war. I can't get the images of violence out of my mind.

PERSONALITY TRAITS

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

IDEAL

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BOND

I made a terrible mistake in battle cost many lives—and I would do anything to keep that mistake secret.

FLAW

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKGROUND FEATURE


An iron holy symbol devoted to an unknown god

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

1ST LEVEL3 SPELL SLOTS

Light

Evocation Cantrip

| | |
|--------------|---|
| CASTING TIME | 1 action |
| RANGE | Touch |
| DURATION | 1 hour |
| COMPONENTS | V, M (a firefly or phosphorescent moss) |

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Light Bearer

Player's Handbook

Armor of Othrys

1st-level abjuration

| | |
|--------------|----------------------------------|
| CASTING TIME | 1 action |
| RANGE | Touch |
| DURATION | 10 minutes |
| COMPONENTS | V, S, M (a single flaming torch) |

The creature you touch glows with an aura that resembles moving spectral magma, creating an ablative shield. The target gains temporary hit points equal to 4 + your spellcasting ability modifier. In addition, if the target is hit with a melee attack whilst it has temporary hit points granted by this spell, the attacker takes 1d6 fire damage if it is within 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by 5 for each slot level above 1st.

Prepared (Paladin)

D&D Wiki

Bane

1st-level enchantment

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 action |
| RANGE | 30 feet |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V, S, M (a drop of blood) |

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Tenets of the Ancients (Paladin)

Player's Handbook

Bless

1st-level enchantment

| | |
|--------------|--------------------------------------|
| CASTING TIME | 1 action |
| RANGE | 30 feet |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V, S, M (a sprinkling of holy water) |

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Ceremony

1st-level abjuration (ritual)

| | |
|--------------|--|
| CASTING TIME | 1 hour |
| RANGE | Touch |
| DURATION | Instantaneous |
| COMPONENTS | V, S, M (25 gp worth of powdered silver, which the spell consumes) |

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Prepared (Paladin)

Xanathar's Guide to Everything

Command

1st-level enchantment

| | |
|--------------|----------|
| CASTING TIME | 1 action |
| RANGE | 60 feet |
| DURATION | 1 round |
| COMPONENTS | V |

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Prepared (Paladin)

Player's Handbook

Compelled Duel

1st-level enchantment

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 bonus action |
| RANGE | 30 feet |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V |

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you

Prepared (Paladin)

Player's Handbook

Cure Wounds

1st-level evocation

| | |
|--------------|---------------|
| CASTING TIME | 1 action |
| RANGE | Touch |
| DURATION | Instantaneous |
| COMPONENTS | V, S |

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Detect Evil and Good

1st-level divination

| | |
|--------------|---------------------------------|
| CASTING TIME | 1 action |
| RANGE | Self |
| DURATION | Concentration, up to 10 minutes |
| COMPONENTS | V, S |

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place of object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Detect Magic

1st-level divination (ritual)

| | |
|--------------|---------------------------------|
| CASTING TIME | 1 action |
| RANGE | Self |
| DURATION | Concentration, up to 10 minutes |
| COMPONENTS | V, S |

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Divine Favor

1st-level evocation

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 bonus action |
| RANGE | Self |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V, S |

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal and extra 1d4 radiant damage on a hit.

Prepared (Paladin)

Player's Handbook

Heroism

1st-level enchantment

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 action |
| RANGE | Touch |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V, S |

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Hunter's Mark

1st-level divination

| | |
|--------------|-----------------------------|
| CASTING TIME | 1 bonus action |
| RANGE | 90 feet |
| DURATION | Concentration, up to 1 hour |
| COMPONENTS | V |

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Tenets of the Ancients (Paladin)

Player's Handbook

Protection from Evil and Good

1st-level abjuration

| | |
|--------------|--|
| CASTING TIME | 1 action |
| RANGE | Touch |
| DURATION | Concentration, up to 10 minutes |
| COMPONENTS | V, S, M (holy water or powdered silver and iron, which the spell consumes) |

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Prepared (Paladin)

Player's Handbook

Purify Food and Drink

1st-level transmutation (ritual)

| | |
|--------------|---------------|
| CASTING TIME | 1 action |
| RANGE | 10 feet |
| DURATION | Instantaneous |
| COMPONENTS | V, S |

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prepared (Paladin)

Player's Handbook

Shield of Faith

1st-level abjuration

| | |
|--------------|---|
| CASTING TIME | 1 bonus action |
| RANGE | 60 feet |
| DURATION | Concentration, up to 10 minutes |
| COMPONENTS | V, S, M (a small parchment with a bit of holy text written on it) |

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Prepared (Paladin)

Player's Handbook

Wrathful Smite

1st-level evocation

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 bonus action |
| RANGE | Self |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V |

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

Prepared (Paladin)

Player's Handbook

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.