

BENT SINISTER GAMES D&D 5E COMBAT SHEET

CHARACTER NAME

Class

Oath

Level

Paladin

Race

Size

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐

Strength

☐

Dexterity☐☐☒☒

SAVING THROWS

☐

Acrobatics (Dex)

☐

Animal Handling (Wis)☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SKILLS

Passive Wisdom (Perception)

Darkvision/Special Sense Range

ARMOR CLASS

INITIATIVE

SPEED

HIT POINTS

Hit Die

Number

d10

HP RECOVERY

BONUS ACTIONS

Lay on Hands - As an action you can touch a creature and draw upon your healing pool to restore hit points, cure disease, or neutralize poison. Your healing pool is replenished to full after a long rest.

Healing Pool: Paladin level x 5

Cost to Heal 1 Hit Point: 1 point

Cost to Cure 1 disease: 5 points

Cost to Neutralize 1 poison: 5 points

DIVINE ABILITIES

| | ATTACK BONUS | RANGE | DAMAGE | TYPE |
|-------------------|--------------|-------|--------|------|
| OTHER INFORMATION | | | | |
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ATTACKS

Armor

Shield

Resistances

Immunities

Magic Resistance

DEFENSE

(1st) Divine Sense - As an action you can open your senses to detect the location of any celestial, fiend, or undead within 60' of you that is not behind total cover. You know the type, but not the identity of such creatures. This sense remains active until the end of your next turn and can be used a number of times equal to 1 + your Charisma modifier. All uses are regained after a long rest.

(1st) Lay on Hands - see Divine Abilities

FEATURES & TRAITS

BENT SINISTER GAMES
D&D 5E ROLEPLAYING SHEET

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PROFICIENCY BONUS

- ☐ Strength
 - ☐ Dexterity
 - ☐ Constitution
 - ☐ Intelligence
 - ☒ Wisdom
 - ☒ Charisma
- 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 Wisdom (Perception)

Darkvision/Special Sense Range

LANGUAGE PROFICIENCIES

Light, Medium, Heavy, Shields
ARMOR PROFICIENCIES

Simple, Martial
WEAPON PROFICIENCIES

TOOL PROFICIENCIES

Gender Alignment

Age Height Weight

Eyes Skin Hair

CHARACTER INFORMATION

Racial Ability Score Increases:

RACIAL TRAITS & ABILITIES

Background

Skills

Tools Languages

Feature

BACKGROUND

Attuned Magic Items

Other Items/Treasure

CP SP EP GP PP

MAGIC & TREASURE

APPEARANCE/PORTRAIT

Tenets

Oath Spells

Channel Divinity

SACRED OATH

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

HISTORY

CHARACTER NAME

FOCUS

Paladin

CHA

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| | 1st Level | 2nd Level | 3rd Level | 4th Level | 5th Level |
|--------------------|-----------|-----------|-----------|-----------|-----------|
| Spell Slots | | | | | |

| Spells | Casting Time | Range | Components | Duration | Description |
|--------|--------------|-------|------------|----------|-------------|
|--------|--------------|-------|------------|----------|-------------|

ADVENTURE NOTES

