BENT SINISTER GAMES
D&D 5E COMBAT SHEET

Angorgovitch Hosein
CHARACTER NAME

Class: Paladin | Oath | Level: 7
Race: Goliath | Size: Medium

19	-1	30
ARMOR CLASS	INITIATIVE	SPEED

56	Hit Die: d10	Number: ○○○○○ ○○○○○ ○○○○○ ○○○○○
HIT POINTS	HP RECOVERY	

Armor: Chain Mail
Shield: +2 AC
Resistances:
Immunities: Diseases
Magic Resistance ○
DEFENSE

Base actions: Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide.

As bonus: Sanctuary

BONUS ACTIONS

STRENGTH	+4	19
DEXTERITY	-1	8
CONSTITUTION	+2	15
INTELLIGENCE	+1	13
WISDOM	+1	12
CHARISMA	0	10

INSPIRATION ○
+3 PROFICIENCY BONUS

○	+5	Strength
○	0	Dexterity
○	+3	Constitution
○	+2	Intelligence
●	+5	Wisdom
●	+4	Charisma

SAVING THROWS

○	-1	Acrobatics (Dex)
●	+4	Animal Handling (Wis)
○	+1	Arcana (Int)
●	+7	**Athletics** (Str)
○	0	Deception (Cha)
○	+1	History (Int)
●	+4	**Insight** (Wis)
●	+3	**Intimidation** (Cha)
○	+1	Investigation (Int)
●	+4	**Medicine** (Wis)
○	+1	Nature (Int)
○	+1	Perception (Wis)
○	0	Performance (Cha)
○	0	**Persuasion** (Cha)
○	+1	**Religion** (Int)
○	-1	Sleight of Hand (Dex)
○	-1	Stealth (Dex)
○	+1	Survival (Wis)

SKILLS

11 Passive Wisdom (Perception)

Darkvision/Special Sense Range ○

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 replenshied 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**

Unarmed Strike
You can punch, kick, head-butt, or use a similar forceful blow and deal bludgeoning damage equal to 1 + STR modifier

Divine Sense
As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 1 times per long rest.

DIVINE ABILITIES

(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

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Reactions:
Stone's Endurance
As a reaction, reduce damage dealt to you by 1d12 +2 once per short rest.

FEATURES & TRAITS

	ATTACK BONUS	RANGE	DAMAGE	TYPE
Mace	+7	5 ft	1d6 + 4	B
OTHER INFORMATION				
Unarmed Strike	+7	5 ft	5	B

ATTACKS

BENT SINISTER GAMES
D&D 5E ROLEPLAYING SHEET

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Class: Paladin | Oath | Level: 7
Race: Goliath | Size: Medium

STRENGTH +4 (19)
DEXTERITY -1 (8)
CONSTITUTION +2 (15)
INTELLIGENCE +1 (13)
WISDOM +1 (12)
CHARISMA 0 (10)

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

+5	Strength
0	Dexterity
+3	Constitution
+2	Intelligence
+5	Wisdom
+4	Charisma

SKILLS

-1	Acrobatics (Dex)
+4	Animal Handling (Wis)
+1	Arcana (Int)
+7	**Athletics** (Str)
0	Deception (Cha)
+1	History (Int)
+4	**Insight** (Wis)
+3	**Intimidation** (Cha)
+1	Investigation (Int)
+4	**Medicine** (Wis)
+1	Nature (Int)
+1	Perception (Wis)
0	Performance (Cha)
0	**Persuasion** (Cha)
+1	**Religion** (Int)
-1	Sleight of Hand (Dex)
-1	Stealth (Dex)
+1	Survival (Wis)

11 Passive Wisdom (Perception)

Darkvision/Special Sense Range

Common, Giant
LANGUAGE PROFICIENCIES

Light, Medium, Heavy, Shields
ARMOR PROFICIENCIES

Simple, Martial
WEAPON PROFICIENCIES

Dragonchess Set, Vehicles (land)
TOOL PROFICIENCIES

Gender: Male | Alignment: Neutral Good
Age: 28 | Height: 7'0" | Weight: 300lbs
Eyes | Skin | Hair
CHARACTER INFORMATION

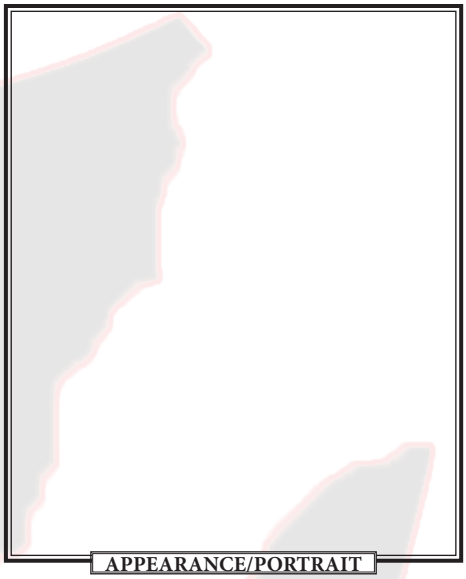
Racial Ability Score Increases:
RACIAL TRAITS & ABILITIES

Background
Skills
Tools | Languages
Feature
BACKGROUND

Attuned Magic Items
Other Items/Treasure

CP	SP	EP	GP	PP
			22	

MAGIC & TREASURE


APPEARANCE/PORTRAIT

Tenets
Honesty, Courage, Compassion, Honor, Duty.

Oath Spells

Channel Divinity
SACRED OATH

Honesty, Courage, Compassion, Honor, Duty.
PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

HISTORY

BENT SINISTER GAMES
D&D 5E SPELLCASTING SHEET

Angorgovitch Hosein
CHARACTER NAME

FOCUS

Class	Level	Prepared Spells	Save DC
Paladin	7		11

Ability	Ability Bonus	Proficiency Bonus	Cha Modifier + 1/2 paladin level (round down)	Attack Bonus
CHA		+3		

SPELLCASTING

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

SPELLS BY LEVEL

Spells	Casting Time	Range	Components	Duration	Description

SPELL DETAILS

PREPARED SPELLS

ADVENTURE NOTES

Channel Divinity: Sacred Weapon
As an action you can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, you add +1 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. You can end the effect as part of any other action, if you are no longer holding the weapon, or if you fall unconscious.

Channel Divinity: Turn the Unholy
As an action, you can censure fiends and undead. Each fiend or undead that can see or hear you within 30 ft. must make a WIS saving throw (DC 11). On failure, it is turned for 1 minute or until it takes damage.

Divine Smite (Special)
When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends.

Extra Attack (Special)
You can attack twice, instead of once, whenever you take the Attack action on your turn.