

# 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				

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

CHARACTER NAME

STRENGTH

INSPIRATION

- ☐  Dexterity
- ☐  Constitution

○ ☐ Acrobatics (Dex)

INTELLIGENCE	<input type="radio"/>	Deception (Cha)
	<input type="radio"/>	History (Int)
	<input type="radio"/>	

☐ ☐ **Medicine** (Wis)

☐ ☐ Nature (Int)

☐ ☐ Perception (Wis)

<input type="radio"/>	<input type="text"/>	Sleight of Hand (Dex)
<input type="radio"/>	<input type="text"/>	Stealth (Dex)

Darkvision/Special Sense Range

Light, Medium, Heavy, Shields

## WEAPON PROFICIENCIES

Racial Ability Score Increases:

## Background

#### Attuned Magic Items

CP SP EP GP PP

MAGIC & TREASURE

APPEARANCE/PORTRAIT	
Tenets	

## FLAWS

CHARACTER NAME

**FOCUS**

## Paladin

CHA

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	1st Level	2nd Level	3rd Level	4th Level	5th Level
<b>Spell Slots</b>					

Spells	Casting Time	Range	Components	Duration	Description
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## ADVENTURE NOTES

