Paladin

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

SACRED OATH

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC | INITIATIVE | SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS | SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th	5th

LAY ON HANDS

Used | Total

DIVINE SENSE

Used | Total

SPELLS PREPARED

Level | R

DIVINE SENSE — LEVEL 1

Action. 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 also detect the presence of any consecrated or desecrated place or object. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LAY ON HANDS — LEVEL 1

You have a pool of magical healing equal to 5 x your Paladin level. As an action, you can touch a creature to restore a number of hit pointsto that creature, up to the maximum amount remaining in your pool. You can expend 5 points from your pool to cure one disease or neutralize one poison affecting the target.

FIGHTING STYLE — LEVEL 2

DIVINE SMITE — LEVEL 2

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra radiant damage to the target. 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 — LEVEL 3

You are immune to disease.

SACRED OATH FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

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

AURA OF PROTECTION — LEVEL 6

You and friendly creatures within 10 feet of you gain a bonus to the saving throws equal to your Charisma modifier. You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

SACRED OATH FEATURE — LEVEL 7

AURA OF COURAGE — LEVEL 10

You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

IMPROVED DIVINE SMITE — LEVEL 11

Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

CLEANSING TOUCH — LEVEL 14

As an action you can end one spell on yourself or a willing creature that you touch. You can do this a number of times equal to your Charisma modifier. You regain expended uses of this feature when you finish a long rest.

SACRED PATH FEATURE — LEVEL 15

SACRED OATH FEATURE — LEVEL 20

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PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ 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)

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MEDIUM ARMOUR | MARTIAL WEAPONS

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TOOLS & OTHER PROFICIENCIES

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INITIATIVE

SPEED

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HIT DICE

Used | Total

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SUCCESSES

FAILURES

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SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th	5th

LAY ON HANDS

Used | Total

DIVINE SENSE

Used | Total

SPELLS PREPARED

Level (R)

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SACRED OATH FEATURE — LEVEL 20

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		○
AMULET		○
CLOAK		○
ARMOUR		○
HANDS/ARMS		○
RING		○
RING		○
BELT		○
BOOTS		○

CP	SP	EP	GP	PP

MAGIC ITEMS

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

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Class

RANGE | ACTION | SAVE

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LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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TYPE | RARITY | REQUIREMENTS
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TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS PREPARED

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

SPELLCASTING FOCUS

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

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