

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS



PALADIN

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

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d10

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS

1st 2nd 3rd 4th 5th

LAY ON HANDS DIVINE SENSE

Used Total Used Total

SPELLS PREPARED

Level (R)		
	○	○
	○	○
	○	○
	○	○
	○	○
	○	○
	○	○
	○	○
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	○	○
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	○	○
	○	○
	○	○
	○	○

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

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 OATH FEATURE LEVEL 15

SACRED OATH FEATURE LEVEL 20

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 points to 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.