

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROW

ATHLETICS

DEXTERITY

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

MAX.

TEMP.

TYPE

HIT DICE

SPEED

HIT POINTS

SUCCESS

FAILURES

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

DIVINE SENSE

Until end of next turn, know the location of any celestial, fiend or undead, and area or object consecrated or desecrated with Hallow spell within 60ft.

Max Uses (CHA + 1)

Regain after long rest

LAY ON HANDS

Touch creature and heal from pool of HP. Alternatively spend 5 HP from pool to cure one disease or poison. No effect on undead or construct. Regain HP after long rest.

Pool of HP (LVL x 5)

SPELLCASTING - LVL 2

Spell Attack Modifier

Spell Save DC

Cantrips Known

Prepared Spells (CHA + 1/2 LVL)

DIVINE SMITE - LVL 2

Expend lv1 spell slot to add 2d8 radiant damage. Extra 1d8 per spell level higher than 1. Extra 1d8 if target is undead or fiend.

DIVINE HEALTH - LVL 3

Immune to disease.

SACRED OATH - LVL 3

Paladin Level

Oath Spell List

3rd

5th

9th

13th

17th

CHANNEL DIVINITY - LVL 3

Use ability from channel divinity list. Regain after short or long rest.

LVL 3 Ability

LVL 7 Ability

LVL 15 Ability

LVL 20 Ability

AURA OF PROTECTION - LVL 6 / 18

Whenever you or friendly creature within 10ft. must make saving throw, creature gets bonus equal to your CHA. Must be conscious to grant bonus. Lvl 18, range increase to 30ft.

AURA OF COURAGE - LVL 10 / 18

Friendly creatures within 10ft cannot be frightened while you are conscious. Lvl 18, range increase to 30ft.

IMPROVED DIVINE SMITE - LVL 11

Always add 1d8 radiant damage to all attacks with melee weapons.

CLEANSING TOUCH - LVL 14

Use action to end one spell on a creature you touch.

Max Uses (CHA)

Regain after long rest

PALADIN

PROFICIENCIES

Armor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES