



Character name

Player name

Level

XP

Race

Alignment

SAVING THROW

ATHLETICS

STRENGTH

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

DEXTERITY

SAVING THROW

CONSTITUTION

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

INTELLIGENCE

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

WISDOM

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

CHARISMA

Proficiency Bonus

Passive Perception

AC

CONDITIONS

INITIATIVE

SPEED

HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size

Max. dice

Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes

Failures

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Ammunition

Count

Ammunition

Count

Number of attacks per attack action

Currently Equipped

Item

Count

Item

Count

Item

Count

DIVINE SENSE @ Level 1

As an action, until the end of your next turn, you know the location of any celestial, fiend or undead, and areas or objects consecrated or desecrated with the Hallow spell within 60 ft. You can use this a number of times equal to your CHA modifier + 1. Regain after long rest.

Max. uses

Times used

LAY ON HANDS @ Level 1

As an action, you can touch a creature and heal from a 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

FIGHTING STYLE @ Level 1

☐ Defense

While wearing armor, you gain a +1 bonus to AC.

☐ Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

☐ Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die. You must use the new roll.

☐ Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SPELLCASTING @ Level 2

Regain all expended spell slots after a long rest.

Spell attack

Spell DC

Spells known

DIVINE SMITE @ Level 2

When you hit a creature with an attack, you can expend a 1st level spell slot to add 2d8 radiant damage to the attack. Add an extra 1d8 per spell slot level greater than 1. Add an extra 1d8 if target is undead or a fiend.

DIVINE HEALTH @ Level 3

You are now immune to disease.

TENETS OF DEVOTION @ Level 3

Honesty: Don't lie or cheat. Let your word be your promise.

Courage: Never fear to act, though caution is wise.

Compassion: Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Honor: Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty: Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

CHANNEL DIVINITY @ Level 3

Use a Channel Divinity feature. Regain after short or long rest.

Number of times used

CHANNEL DIVINITY: SACRED WEAPON @ Level 3

As an action, for 1 min. you can imbue a weapon to add your CHA modifier to attack rolls (minimum of +1). The weapon also emits bright light in a 20 ft. radius and dim light 20 ft. beyond that. The weapon becomes magical for the duration. The effect ends if you choose to end it as part of any other action, if you are no longer holding or carrying the weapon, or if you fall unconscious.

CHANNEL DIVINITY: TURN THE UNHOLY @ Level 3

As an action, each fiend or undead that can see or hear you within 30 ft. must make a WIS save or be turned for 1 min. or until they take damage. A turned creature must spend its turn moving as far away from you as it can, cannot willingly move within 30 ft. of you or take reactions. For its action, it can only use Dash or try to escape from effects that prevents it from moving. If nowhere to move, it uses the Dodge action.

AURA OF PROTECTION @ Level 6 and 18

Whenever you or a friendly creature within 10 ft. of you must make a saving throw, the creature gets a bonus to the roll equal to your CHA modifier (min. of +1). You must be conscious to grant this bonus. At 18th level, range increases to 30 ft.

AURA OF DEVOTION @ Level 7 and 18

You and friendly creatures within 10 ft. of you cannot be charmed while you are conscious. At 18th level, range increases to 30 ft.

AURA OF COURAGE @ Level 10 and 18

You and friendly creatures within 10 ft. of you cannot be frightened while you are conscious. At 18th level, range increase to 30 ft.

IMPROVED DIVINE SMITE @ Level 11

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

CLEANSING TOUCH @ Level 14

As an action, you can end one spell on a creature you touch. You can use this a number of times equal to your CHA modifier (min. of 1). Regain after long rest.

Max. uses

Number of times used

PURITY OF SPIRIT @ Level 15

You are always under the effect of a Protection from Evil and Good spell.

HOLY NIMBUS @ Level 20

As an action, for 1 min. bright light shines from you in a 30 ft. radius and dim light for an additional 30 ft, and you have adv. on saving throws against spells cast by fiends or undead. When an enemy starts its turn in the bright light, it takes 10 radiant damage. Regain after long rest.

Number of times used

Notes

Item

Count

Item

Count

Item

Count