



Character name	Level	XP
Player name	Race	Alignment

<div>SAVING THROW</div> <div>ATHLETICS</div>	<div>STRENGTH</div>
<div>SAVING THROW</div> <div>ACROBATICS</div> <div>SLEIGHT OF HAND</div> <div>STEALTH</div>	<div>DEXTERITY</div>
<div>SAVING THROW</div>	<div>CONSTITUTION</div>
<div>SAVING THROW</div> <div>ARCANA</div> <div>HISTORY</div> <div>INVESTIGATION</div> <div>NATURE</div> <div>RELIGION</div>	<div>INTELLIGENCE</div>
<div>SAVING THROW</div> <div>ANIMAL HANDLING</div> <div>INSIGHT</div> <div>MEDICINE</div> <div>PERCEPTION</div> <div>SURVIVAL</div>	<div>WISDOM</div>
<div>SAVING THROW</div> <div>DECEPTION</div> <div>INTIMIDATION</div> <div>PERFORMANCE</div> <div>PERSUASION</div>	<div>CHARISMA</div>
Proficiency Bonus	Passive Perception

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

AC	CONDITIONS
INITIATIVE	Maximum Temporary
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 THE ANCIENTS @ Level 3

Kindle the Light: Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light: Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light: Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light: Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

CHANNEL DIVINITY @ Level 3

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

Number of times used

CHANNEL DIVINITY: NATURE'S WRATH @ Level 3

As an action, you can cause spectral vines to reach for a creature you can see within 10 ft. of you. The creature must make a STR or DEX save (its choice) or be restrained. While restrained, it repeats the save at the end of each of its turns. On a success it breaks free and the vines vanish.

CHANNEL DIVINITY: TURN THE FAITHLESS @ Level 3

As an action, each fey or fiend that can 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 WARDING @ Level 7 and 18

You and friendly creatures within 10 ft. of you have resistance to damage from spells. At lvi 18, aura range increases to 30ft.

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

UNDYING SENTINEL @ Level 15

You are not affected by old age and cannot be aged magically. When you are reduced to 0 HP and are not killed outright, you can choose to drop to 1 HP instead. Regain after long rest.

Number of times used

ELDER CHAMPION @ Level 20

As an action, you can assume the form of an ancient force of nature, taking on the appearance of your choice. For 1 min:

- At the start of each of your turns, you regain 10 HP.
- You can cast spells that have a casting time of action as bonus action.
- Enemies within 10 ft. of you have disadv. on saves against your paladin spells and Channel Divinity options.

Regain after long rest.

Number of times used

Notes