Player:			Race		Class	Paladin
Campaign:	Character Creation	Date:	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Date.		Base Speed	1	liusted Initiative
Ability	Ability Saving	ARMOR	_ HIT POINT			D
Score	Modifier Throws □	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR			HIT DICE			
DEX		\ /	total	Available H	it Dice	Death Saves
CON			d	Add CON modifer	to each UD	Pass
INT		\dv:		Add CON IIIOdilei	to each FID.	Exhaustion
WIS		isad:				- Level Effect ☐1 DA on ability checks
CHA		and the same of th		(D)(2)	XX	□ 2 Speed halved □ 3 DA on attacks and sa
Wis	Passive Percep	tion		PI A		☐4 HP maximum halved ☐5 Speed reduced to 0 ☐6 Death
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I	PROFICIEN	
Description	MAGIC MISC.	ATTACK BONUS			CIENCII	
+[++=[• Acrobatic	c [v2]1/2]	SAVES:
DAMAGE DICE	$\exists \downarrow \qquad \downarrow \qquad \text{misc.} $	DAMAGE	Wis	Animal Hr		
AMMO 🗆			Int 🗆	Arcana 🖂	1/2	TOOLS:
WEAPON	REACH	or RANGE DAMAGE	Str 🗆	Athletics		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	Deception History ≥2		WEAPONS:
		ATTACK BONGS	Wis	Insight 🗵		
DAMAGE DICE	□↓ ↓ MISC.	DAMAGE	Cha□	Intimidati		
AMMO 🗆			Int □ Wis□	Investigat Medicine		
WEAPON		or RANGE DAMAGE	-	— Nature ⊠		ARMOR:
Description		TYPE	Wis	Perceptio		ARMOR.
□ PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	Cha □	Performa		
DAMAGE DICE	□↓ ↓ MISC.	DAMAGE	Int 🗆	Persuasio Religion		OTHER:
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WEAPON Description	REACH	or RANGE DAMAGE	Wis	Survival 🗵	2 1/2	
PROFICIENCY	MAGIC MISC.		┧┖┈			
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WEAPON	REACH	or RANGE DAMAGE				
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		+ + +		Age	Gender	
Weight ME	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight	
HIELD	12 MAY	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	
OHE	AVY ARMOR	++		Skin	Handedness	
Weight □ SH	SIELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description		
rotective I	tems		AC Weight			
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ther Equip	ment			Languages		
ITEM	WT.	ITEM	WT.	Race		
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	X =		X =	Traits	7	
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6)-	X =		X =	Racial Lang's Background	1	
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14 15	X =	347	X =			
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Nillian	X =	Coin Purse		Bonds		
	CARRYING	DIISH DRAC	OTAL WEIGHT			
	CARRYING ×2		OTAL WEIGHT CARRIED			
festyle	C.C.	Expenses/Day		Flaws		
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lagic Item:						

Employ	kground or Not			#
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