yer Character R Player:	ecora		Race	ARACTER NAME	Class	Paladin
Campaign:	Character Creation	Date	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Date.	/ III Januari	Base Speed	1	diusted Initiative
Ability	Ability Saving	ARMOR	_ HIT POINT			De
Score	Modifier Throws	CLASS	maximum	Current Hit	t Points	Temporary Hit Points
STR	l — 🚡					
DEX		\ /	HIT DICE total	Available l	lit Dice	Death Saves
CON		\vee	d			Pass 🗆 🗆 🗆 Fail
INT		Nada		Add CON modife	r to each HD.	Exhaustion
wis	l —	\dv:)isad:				- Level Effect □1 DA on ability checks
СНА	l — — - '	JISAU	Ø ₉	10/2	* ×	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Wis	Passive Percep	tion	\(\frac{1}{2}\)			4 HP maximum halved 5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION	PROFICIEN	CY Death
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS		<u>PROFI</u>	CIENCI	<u>ES</u>
	+ + + ==	AI IACK BONGS	SKILLS	-		SAVES:
DAMAGE DICE [□↓ ↓ MISC.	DAMAGE	Dex Wis U	Acrobation Animal H		
AMMO 🗆 🗆			I Test	——Arcana ≥2		TOOLS:
WEAPON		or RANGE DAMAGE	Str 🗆	Athletics		
Description		TYPE	Cha	Deceptio		WEAPONS:
□ PROFICIENCY — +	MAGIC MISC.	ATTACK BONUS	Int □ Wis□	History ≥2 Insight ≥2		WEAPONS:
DAMAGE DICE [□	DAMAGE	Cha □	Intimidat		
	++		Int 🗆	Investiga		
	<u> </u>		,	Medicine Nature ×2		
WEAPON Description	REACH	or RANGE DAMAGE	Wis 🗆	Perception		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha□	Performa		
DAMAGE DICE [+ + =	DAMAGE	Cha	Persuasio		OTHER:
	+ + =		Int	Religion	×2 ½ f Hand <u>×2 ½</u>	7
аммо □□	<u> </u>		Dex	Stealth ⊠		2
WEAPON	REACH	or RANGE DAMAGE	Wis	Survival	(2 1/2	
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	, ┃└──			
DAMAGE DICE [+ + = 	DAMAGE				
	+=[]			
аммо □□	<u> </u>					
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
+ DAMAGE DICE	+ + + = = [DAMACE]			
DAMAGE DICE	$\exists \downarrow \qquad \downarrow \qquad Misc. = [$	DAMAGE	1 ———			
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OAI	RMOR+	ASS (AC) Calcula MAGIC MIS	SC. AC	CHARACTER NA	AME	#
		ARMOR MAGIC MIS	SC. AC	Age	Gender	
Weight -	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight	
HIELD OM	EDIUM H2 MAX			Eyes	Hair	= \
	EAVY ARMOR	ARMOR MAGIC MIS	SC. AC	Skin	Handedness	
Weight □ ○si	HIELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description	Hanacaness	
rotective l	Items		AC Weight			
			H			CHARACTER SKETCH
ther Equi	pment			Languages		
ITEM	WT.	ITEM	WT.	Dani		
			Н	Race Ability Adj.		
	X =		X =	Traits	7	
	X =		X =			
	X =		X =	Proficiencies		
	X =		X =			
	X =		X =	Racial Lang's		
	X =	Ph.	X =	Background	9	
11 15	X =	LE TOO	X =			
	T C	PAT MARON TAN	x =	Proficiencies		
	X =	547 A	X	Equipment		
17/1	X		X =			
11 11 11 11 11	X =		X =	Bkgnd Lang's Personality	.,	
	X =	and the same of th	X =	rersonanty	1	
	X =		X =			
	X =		X =	Ideals		
	X =		X =			
	X =	Coin Purse				
				Bonds		
	CARRYING ×2	PUSH, DRAG, T or LIFT	OTAL WEIGHT			
festyle	orn Hell I	Expenses/Day	CHARLED	Flaws		
reasure C	PSP	EPGP	PP			
				Foots		
				Feature		
				Magic Item:		Attuned
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lagic Item:						

Employ	kground or Not			#
3 4 4 4		CHARACTE	R NAME	

236	de la	3	Level:	· (a		52.0	IARACT	TER NAME		#
) [Total	Divine Sense Used	Bosst		La	y o	n Hands Spent HPs Reset	Channe	1 Divinity
1		Total 1+ == CHA	D: CHA = Charasma Modifier, P.B. =	Reset Long Rest	98.5	HP Pool X = =		Long Rest	Used	Reset Short or Long Rest
	Spe	11 Savo			Spe	ells	Ī	Spell S	lots and Cast	ings
8+[+	+=	P.B. CHA MISC	= [Prep	areu]= A (Min 1)		1st	3rd	5th
		· PM	S	PELLS	23	ŹΜ		r.M.	Oa	th:
Į.	fter	ସ୍ଥି″ a lọng rest	t, select your prepared spe are always prepared and	ells from the p	paladin s	arkappaspell list. $arkappa$	7 /2			
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3rd L\		VL Spell			P:	age	LVL	Spell		Page
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