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 Januaria	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 <sub>9</sub>	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>		<b>,</b>	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	<b>,</b> ┃└──			
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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	DEX A	ARMOR MAGIC MIS	SC. AC	Age	Gender	7 [
Weight □	DEX A	H H H	ic. AC	Height	Weight	=
OME	EDIUM +	+ + +			====	
HIELD	+2 MAX EAVY ARMOR	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	
		H H H	GC. +AC	Skin	Handedness	
Weight □ ○sн	HIELD (add to AC)	+2 + +		Physical Description		
Protective I	tems		AC Weight			
						CHARACTER SKETCH
ther Equip	ment			Languages		
ITEM	WT.	ITEM	WT.			
endonemosi (Cr				Race	0	
	X =		X =	Ability Adj.	1	
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77.	×	LE CO	X =			
	- Carlot	PAT MARCH 13	Ĥ	Proficiencies		
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MARK	X =		X =			
A STATE OF THE STA	X =		X =	Bkgnd Lang's	•	
	X =		X =	Personality	<b>y</b>	
	X =		X =			
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	X =		X =			
	X =	Coin Purse				
				Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
ifestyle	CALACIT	Expenses/Day	CAMILLO	Flaws		
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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
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