Player:			Race		Class	Paladin
Campaign:	Character Creation	Date	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Date.		Base Speed	1	iusted 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		\vee	d	Add CON modifer	to each UD	Pass
INT		\dv:		Add CON Modiler	to each HD.	Exhaustion
wis		ouv Disad:				Level Effect 1 DA on ability checks
CHA				(D)(Q)	XX	☐2 Speed halved☐3 DA on attacks and sa
Wis	Passive Percep	tion		DI DI		☐ 4 HP maximum halved ☐ 5 Speed reduced to 0 ☐ 6 Death
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I		er
Description	MAGIC MISC.	ATTACK BONUS			CIENCIE	
+[++=[• Acrobatic		SAVES:
DAMAGE DICE	$\exists \downarrow \qquad \downarrow \qquad \text{misc.} = [$	DAMAGE	Wis	Animal Hr		
AMMO 🗆			Int 🗆	Arcana 🗵		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		DAMAGE	Cha	Intimidati		
AMMO 🗆			Int □ Wis□	Investigat Medicine		
WEAPON		or RANGE DAMAGE	-	Nature 🗵		ARMOR:
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Wis	Perceptio		
	MAGIC MISC.	ATTACK BONUS	Cha□ Cha□	Performa Persuasio		
DAMAGE DICE		DAMAGE	Int 🗆	Religion 🗵		OTHER:
AMMO 🗆			Dex	Sleight of	Hand ×2 1/2]
WEAPON		or RANGE DAMAGE	Dex	Stealth 🗵		
Description				Survival 🗵	<u> </u>	
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS]			
DAMAGE DICE	MISC.	DAMAGE	il ———			
AMMO 🗆			<u> </u>			
WEAPON		or RANGE DAMAGE	-			
Description						
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	ı l			
DAMAGE DICE	□ ↓ MISC.	DAMAGE	1			
			<u> </u>			
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ARMOR	DEX +	ASS (AC) Calcula MAGIC MIS	SC. AC		****	#
	DEX A	ARMOR MAGIC MIS	SC. AC	CHARACTER NA		
	RMOR +	++		Age	Gender	╡
Weight □ OM	EDIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	-
<u> Он</u>	EAVY ARMOR	++	SC. +AC	Skin	Handedness	⊒.
Weight □ Osi	HIELD (add to AC)	SHIELD MAGIC MIS		Physical Description		7
rotective l	tems		AC Weight			
		B	Ollus			
						CHARACTER SKETCH
ther Equi	nment			Languages		
ITEM	WT.	ITEM	WT.			
II EIGH		11.541		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =	. I VIIVICIICIES		
	X =		X =	Racial Lang's		
	× _273	79	X =	Background	d	
THE Y	X	III A	X =			
		PAT MARCH 1	Ĥ	Proficiencies		
	X X =		X =			
	X =	-017	X =	Equipment		
	X =		X =			
A STATE OF THE STA	Χ =		X =	Bkgnd Lang's		
	X =		X =	Personality	<i>y</i>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =	-		
	X =	Coin Purse				
	1.			Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws		
reasure CF	SP	EPGP	PP			
				Factoria		
				Feature		
				Magic Item:		Attuned
tania Itana.			Attun	ed Magic Item:		Attuned
agic Item:						

Employ	kground or Not			#
3 434		CHARACTE	R NAME	

53	迎	Level:		و چي	IARACT	TER NAME	1	#
	Ta4-1	Divine Sense	acat	La	y o	n Hands Spent HPs Reset	Channel Di	vinity
T	Total 1+ == CHA			HP Pool 5 X = LVL		Long Rest		Reset Short or Long Rest
Sı	ell Sav			ells		Spell Slo	ts and Castings	<u> </u>
8+	++==================================	=	+	pared == CHA (Min 1)		1st 2nd	3rd 4th 1	5th
	· M		LLS 3	J.M.			Oath:	
Aft	er a long re	st, select your prepared spells fr is are always prepared and don'	_	کر . spell list.	∠ ½	70.		
Oath	Spells							anna .
3rd LVL	LVL Spel	l		Page	LVL	Spell		Page
5th LVL								+
9th LVL								
13th LVL	-1							
17th LVL	-							
Paladared LVI	lin's Sp L Spell	ell List	Pag	e Prepared	LVL	_ Spell		Pag
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