CHARACTER NAME

BACKGROUND: Aasimar

SPECIES

CLASS: Paladin

SUBCLASS: Oath of Devotion

LEVEL

XP

ARMOR CLASS: 18

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HP = 10 x Level + 4

HIT DICE

SPENT

d10 (x Level)

MAX

DEATH SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS: +2

+3 at Level 5

INITIATIVE: +0

SPEED: 30

SIZE: Medium

PASSIVE PERCEPTION: 11

STRENGTH

+4 (18) at Level 4

+3 MODIFIER | 17 SCORE

- ○ Saving Throw
- ⊗ Athletics

DEXTERITY

+0 MODIFIER | 10 SCORE

- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION

+2 MODIFIER | 14 SCORE

- ○ Saving Throw

INTELLIGENCE

-1 MODIFIER | 8 SCORE

- ○ Saving Throw
- ○ Arcana
- ⊗ History
- ○ Investigation
- ○ Nature
- ○ Religion

WISDOM

+1 MODIFIER | 12 SCORE

- ⊗ Saving Throw
- ⊗ Animal Handling
- ○ Insight
- ○ Medicine
- ○ Perception
- ○ Survival

CHARISMA

+2 MODIFIER | 14 SCORE

- ⊗ Saving Throw
- ○ Deception
- ○ Intimidation
- ○ Performance
- ⊗ Persuasion

HEROIC INSPIRATION

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Battleaxe	+5	1d8+3 slashing	Topple
Javelin	+5	1d6+3 piercing	Thrown 30/120; Slow

Attack Bonus:
[Level 4] All weapons: +6
[Level 5] All weapons: +7

Damage Bonus:
[Level 4] All weapons +4

CLASS FEATURES PHB pg. 109

[Level 1] Weapon Masteries
- Topple: On hit, target makes DC 14 [Level 5: DC 15] CON sav
- Slow: On damage, target's speed reduced by 10 ft.

[Level 1] Lay on Hands
- Pool of 5 x Level HP for Healing (Refreshes after Long Rest)

[Level 2] Fighting Style
Protection (Reaction): Impose disadv. on Attack against target within 5ft.

[Level 3] Channel Divinity (2/Long Rest)
Divine Sense (Bonus Action): detect Celestials, Fiends, Undead within 60 ft.
Sacred Weapon (when Attack): +2 normal or radiant damage on weapon attacks

[Level 5] Extra Attack. 2x Attacks

[Level 5] Faithful Steed
Cast *Faithful Steed* without Spell Slot 1/Long Rest

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

simple weapons, martial weapons

TOOLS

Lute

SPECIES TRAITS PHB, pg. 186

[Level 1] Aasimar Features

Celestial Resistance: vs. necrotic, radiant

Darkvision: 60 feet

Healing Hands (Action, 1/LR): Touch, Heal 2d4 [Level 3: 3d4]

Light Bearer: Light Cantrip

Celestial Revelation (Bonus Action, 1/LR): Deal +2 radiant or necrotic dmg on attack/spell, and choose:
Heavenly Wings: 30 ft. Fly Speed; **Inner Radiance** to glow 10 ft. radius and deal 2 radiant damage within 10 ft. at end of turn, **Necrotic Shroud** to Frighten (10 ft., DC 12 CHA save, until end of your next turn)

FEATS

[Level 1] Tough
+2 max. HP per Level

[Level 4] Shield Master
Shield Bash (1/Turn, after Attack): DC 14 [Level 5 = 15] STR save or pushed 5ft. or prone
Interpose (Reaction, on successful DEX save): Take no damage

Charisma

SPELLCASTING ABILITY

+2	SPELLCASTING MODIFIER
12	SPELL SAVE DC [Level 5] 13
+4	SPELL ATTACK BONUS [Level 5] +5

SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		

[Level 1-2] 2x 1st-Level Slots
[Level 3-4] 3x 1st-Level Slots
[Level 5] 4x 1st-Level + 2x 2nd-Level Slots

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	[Level 1] Light			C R M	
1	[Level 1] Divine Smite			C R M	Cast for free 1/LR
1	[Level 1] Protection from Evil and Good			C R M	
1	[Level 1] Searing Smite			C R M	
1	[Level 2] Shield of Faith			C R M	
1	[Level 3] Thunderous Smite			C R M	
1	[Level 4] Wrathful Smite			C R M	
				R M	
				R M	
2	[Level 5] Aid			R M	
2	[Level 5] Find Steed			C R M	Cast for free 1/LR
				C R M	
				C R M	
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				C R M	
				C R M	
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				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Celestial, Elvish

EQUIPMENT

chain mail armor (AC 16), shield (AC +2), battleaxe, longsword, five (5) javelins, priest's pack (backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days' rations, waterskin), set of fine clothes, holy symbol: amulet, perfume, lute.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			15	

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