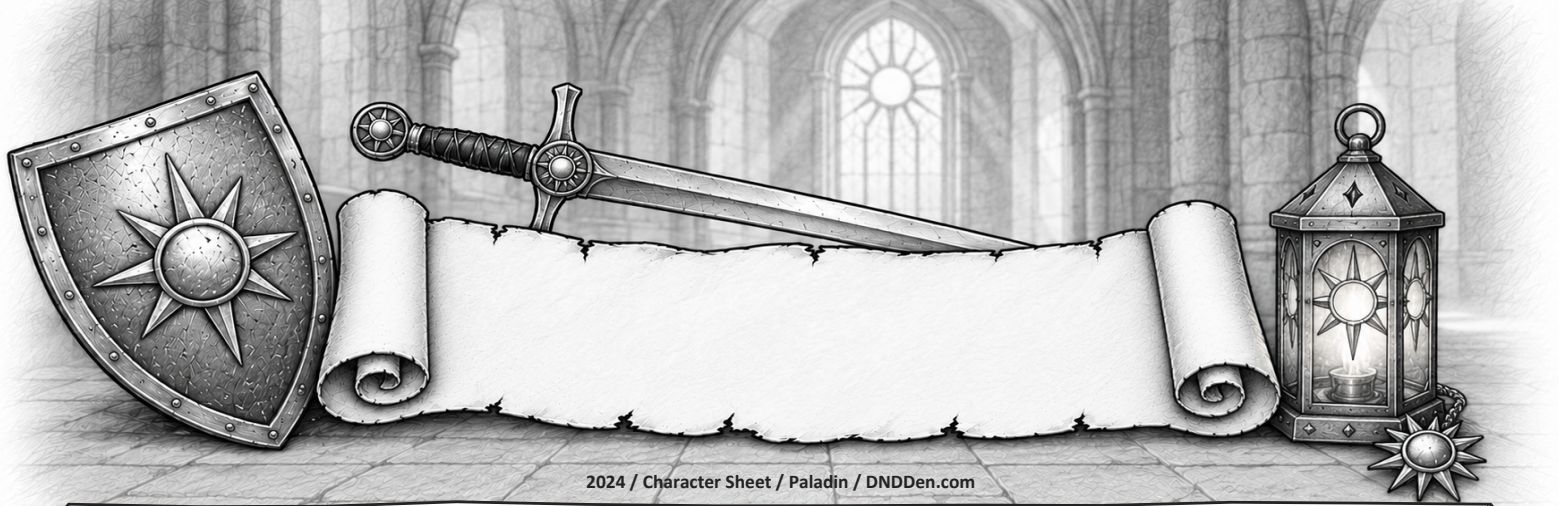




2024 / Character Sheet / Paladin / DNDDen.com

CHARACTER NAME / ALIAS		SPECIES		BACKGROUND	
SUBCLASS (CHOOSE AT PALADIN 3)		PAL. LV.	TOTAL LV.	PLAYER	XP / MILESTONE

STR	DEX	CON	INT	WIS	CHA
SCORE	MOD	SCORE	MOD	SCORE	MOD
☐ SAVE	☐ SAVE	☐ SAVE	☐ SAVE	☐ SAVE	☐ SAVE

Skills & conviction

P	E	TOTAL	SKILL	
☐	☐		Acrobatics	DEX
☐	☐		Animal Handling	WIS
☐	☐		Arcana	INT
☐	☐		Athletics	STR
☐	☐		Deception	CHA
☐	☐		History	INT
☐	☐		Insight	WIS
☐	☐		Intimidation	CHA
☐	☐		Investigation	INT
☐	☐		Medicine	WIS
☐	☐		Nature	INT
☐	☐		Perception	WIS
☐	☐		Performance	CHA
☐	☐		Persuasion	CHA
☐	☐		Religion	INT
☐	☐		Sleight of Hand	DEX
☐	☐		Stealth	DEX
☐	☐		Survival	WIS

P = proficiency | E = Expertise (2 x PB)

☐ **PASSIVE PERCEPTION**

Armor, vitality & resolve

AC	INITIATIVE	SPEED	PROF. BONUS
MAX HP	CURRENT HP	TEMP HP	D10 REMAIN
D10 TOTAL			

DEATH SAVES	PASS	☐	☐	☐	☐ HEROIC INSPIRATION
	FAIL	☐	☐	☐	Immediately after rolling a die, spend to reroll that die. You must use the new roll.

Weapons & sacred strikes

NAME	HIT / SAVE	DAMAGE / TYPE	RANGE / MASTERY

☐ Spell slots and prepared-spell records begin on page 4.

Languages & tools

Power of the oath

HEALING LEFT	MAX: 5 x LV.	CHANNEL L/MAX	AURA BONUS
☐ FREE SMITE / LV. 2	☐ FREE STEED / LV. 5		
Check while available; free casts return after a Long Rest. Aura: 10 ft. at Lv. 6, 30 ft. at Lv. 18. Rules on page 2.			

THE STRENGTH OF AN OATH

Use Paladin level for features. Short Rest = SR; Long Rest = LR.

Lay On Hands / Lv. 1

Your healing pool holds **5 x Paladin level** points and refills after a LR. As a **Bonus Action**, touch a creature, including yourself, and spend points to restore that many Hit Points.

Spend 5 pool points to remove **Poisoned**; those points do not also heal.

Lv. 14 / Restoring Touch. When using Lay On Hands, also remove Blinded, Charmed, Deafened, Frightened, Paralyzed or Stunned. Pay 5 pool points per condition removed; these points do not heal.

Paladin's Smite / Lv. 2

Divine Smite is always prepared. Cast it once without a slot per LR, or cast it using spell slots.

Divine Smite / level 1 spell. Bonus Action immediately after hitting with a Melee weapon or Unarmed Strike. Verbal component; Self; instantaneous. Add **2d8 Radiant** damage; +1d8 if the target is a Fiend or Undead.

Higher slots: +1d8 per slot level above 1. This is a spell; it uses your Bonus Action. A free casting still follows its casting rules.

Channel Divinity / Lv. 3

Uses: 2 at Lv. 3; 3 at Lv. 11. Recover **one** spent use after a SR, all after a LR. Each use creates one available effect. Save DC = your Paladin spell save DC.

Divine Sense. Bonus Action; spend one use. For 10 minutes, know the location and type of Celestials, Fiends and Undead within 60 ft. Also sense consecrated or desecrated places and objects in that radius. Ends if you become Incapacitated.

OATH CHANNEL OPTION / SEE SUBCLASS

///Record subclass-specific effects on page 3.

Stand beside me

Lv. 6 / Aura of Protection. A 10-foot Emanation from you; inactive while Incapacitated. You and allies inside add your CHA modifier to saving throws (**minimum +1**). A creature benefits from only one such aura at a time, choosing which.

Lv. 10 / Aura of Courage. You and allies in your Aura of Protection are immune to Frightened. An already Frightened ally is unaffected by that condition while in the aura.

Lv. 18 / Aura Expansion. Your Aura of Protection becomes a 30-foot Emanation.

Arms & sacred training

Lv. 1 / Weapon Mastery. Choose 2 weapon kinds you are proficient with. Use their mastery properties; change your choices after a LR.

Lv. 2 / Fighting Style. Choose a Fighting Style feat, or **Blessed Warrior:** learn 2 Cleric cantrips as Paladin spells using CHA. Each Paladin level gained lets you replace one of these with another Cleric cantrip.

Lv. 5 / Extra Attack. Attack twice with the Attack action on your turn.

Lv. 11 / Radiant Strikes. Hits using a Melee weapon or Unarmed Strike deal +1d8 Radiant damage.

Command & companionship

Lv. 9 / Abjure Foes. Magic action; spend 1 Channel Divinity and present a Holy Symbol or weapon. Choose visible creatures within 60 ft., up to your CHA modifier (minimum 1).

Each makes a WIS save. On failure: Frightened for 1 minute or until damaged. While affected, on its turn it can only move, take an action, or take a Bonus Action (one of these).

Lv. 5 / Faithful Steed. Find Steed is always prepared; casting time: **1 action**. Cast once without a slot per LR, or use a spell slot. Flight requires spell level 4+; AC and HP scale with spell level. See page 5.

THE OATHBOUND DOSSIER

Your oath, your allies, your story. Fill the fields that apply to your character.

Portrait

CHARACTER PORTRAIT

The champion behind the shield

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / OATH / IDEAL

BOND / FLAW / SECRET

Order, allies & sworn duties

Subclass & chosen talents

Subclass features arrive at Paladin 3, 7, 15 and 20.

LEVEL 3 / FEATURE / USES

LEVEL 7 / FEATURE / USES

LEVEL 15 / FEATURE / USES

LEVEL 20 / FEATURE / USES

Feats, origins & resources

Mastery & martial training

MASTERY WEAPON / PROPERTY 1

MASTERY WEAPON / PROPERTY 2

FIGHTING STYLE / BLESSED WARRIOR

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

PRAYERS & SACRED MAGIC

Record prepared and always-prepared spells. Print extra copies of this page when needed.

Spell slots / remaining and maximum

					SPELL ATTACK	SPELL SAVE DC			
1	/	2	/	3	/	4	/	5	/

Restore all slots after a LR. Attack = CHA mod + PB; save DC = 8 + CHA mod + PB.

Prepare through prayer

Lv. 1 / Spellcasting. Start with 2 prepared level 1 Paladin spells. Use the page 5 table for your limit. Choose eligible Paladin spells; after a LR, replace **one** prepared spell. A Holy Symbol can be your focus.

Spells always prepared by other Paladin features are **extra** to the table limit. Spend only **one spell slot to cast a spell per turn**. A prepared Ritual can be cast with +10 minutes and no slot.

PREPARED / LIMIT	CONCENTRATION / SPELL / TIME LEFT	CON SAVE (INCLUDE AURA IF ACTIVE)
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///

Cantrips / Blessed Warrior or another source

CANTRIP / SOURCE	TIME	RANGE	DURATION / C	SAVE / EFFECT / V, S, M

Prepared & oath spells / level 1+

☑ *P = prepared; A = always prepared. Add C for Concentration and R for Ritual. More notes on page 5.*

THE PATH OF THE SWORN

Paladin progression, companion record and the foundations of your calling.

From squire to champion

SPELL SLOTS BY LEVEL

LV.	PB	CD	PREP.	FEATURE / CHOICE	1	2	3	4	5
1	+2	-	2	Lay On Hands; spells; mastery	2	-	-	-	-
2	+2	-	3	Fighting Style; Paladin's Smite	2	-	-	-	-
3	+2	2	4	Channel Divinity; subclass	3	-	-	-	-
4	+2	2	5	ASI / eligible feat	3	-	-	-	-
5	+3	2	6	Extra Attack; Faithful Steed	4	2	-	-	-
6	+3	2	6	Aura of Protection	4	2	-	-	-
7	+3	2	7	Subclass feature	4	3	-	-	-
8	+3	2	7	ASI / eligible feat	4	3	-	-	-
9	+4	2	9	Abjure Foes	4	3	2	-	-
10	+4	2	9	Aura of Courage	4	3	2	-	-
11	+4	3	10	Radiant Strikes; CD uses 3	4	3	3	-	-
12	+4	3	10	ASI / eligible feat	4	3	3	-	-
13	+5	3	11	-	4	3	3	1	-
14	+5	3	11	Restoring Touch	4	3	3	1	-
15	+5	3	12	Subclass feature	4	3	3	2	-
16	+5	3	12	ASI / eligible feat	4	3	3	2	-
17	+6	3	14	-	4	3	3	3	1
18	+6	3	14	Aura Expansion	4	3	3	3	1
19	+6	3	15	Epic Boon / eligible feat	4	3	3	3	2
20	+6	3	15	Subclass feature	4	3	3	3	2

CD = Channel Divinity uses; PREP. excludes always-prepared spells from other Paladin features. Slots are for a single-class Paladin; use multiclass rules when applicable.

///PB uses total character level.

Faithful steed / Lv. 5+

NAME / FORM / CELESTIAL, FEY OR FIEND

AC

HP LEFT / MAX

SPEED / FLY

SUMMONING SPELL LV.

SPECIAL ABILITY / USES

Find Steed: 1 action. AC = 10 + spell level; HP = 5 + (10 x spell level). Speed 60 ft.; Fly 60 ft. only at spell level 4+. A slot-free casting is level 2.

Casting & material notes

Concentration: ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Ritual casting and other spells taking 1 minute or longer require Concentration during casting.

A focus replaces only Material components with no listed cost that are not consumed. Record costly materials and free-cast restrictions.

Begin your calling

First class: Paladin. STR and CHA are primary abilities. D10 Hit Point Die; WIS and CHA save proficiency. Simple and Martial weapons; Light, Medium and Heavy armor, and Shields. Choose 2 skills: Athletics, Insight, Intimidation, Medicine, Persuasion or Religion.

Starting equipment. Choose 150 GP, or Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack and 9 GP. Background gear is separate. Character level 1 HP: 10 + CON modifier; later Paladin levels: 1d10 (or 6) + CON modifier, minimum 1.

Multiclass entry: requires **Strength 13 and Charisma 13**, plus your other classes' prerequisites. Gain the Paladin Hit Point Die, Martial weapon proficiency, Light and Medium armor and Shields, and level 1 features; no automatic Heavy armor, save or skill proficiencies, or starting gear. When combining Spellcasting classes for slots, count **half your Paladin levels, rounded up**, toward the Multiclass Spellcaster table.

Subclass features and oath spells depend on your chosen oath. All fields are manual; mark only features and proficiencies you have. Rules adapted from SRD 5.2.1, Paladin pp. 53-55; Divine Smite p. 125.