

CHARACTER NAME	CLASS & LEVEL	BACKGROUND	PLAYER NAME
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma

SAVING THROWS

___ 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)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
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ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for level 2 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

3

Table for level 3 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

4

Table for level 4 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

5

Table for level 5 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

6

Table for level 6 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

7

Table for level 7 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

8

Table for level 8 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

9

Table for level 9 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

SPELLS KNOWN

Oath of the Imperial Ardent Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells (*new spell)
3rd	<i>command, heroism</i>
5th	<i>aid, enhance ability</i>
9th	<i>haste, protection from energy</i>
13th	<i>banishment, faithful hound</i>
17th	<i>dominate person, geas</i>

Channel Divinity: Force of Law

(3rd-level Imperial Ardent Oath feature)

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Divine Leader. As an Action, you channel inspiring magic to your allies using your Channel Divinity. You and any creature of your choice within 30 feet cannot be Charmed or Frightened for 1 minute.

Empire's Authority. As an Action, you may expend a use of your Channel Divinity to compel others. You target any number up to your level of creatures within 10 feet of yourself. When a creature fails its save against this effect, they act as though you had cast *command* on them and follows the order given, and must meet the spell's requirements. They also take Psychic damage equal to your paladin level.

COMMAND

1st level enchantment

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: V

Duration: 1 round

Classes: Cleric, Paladin

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

HEROISM

1st level enchantment

Casting Time: 1 action

Range: Touch

Target: A willing creature you touch

Components: V S

Duration: Concentration, Up to 1 minute

Classes: Bard, Paladin

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

PROTECTION FROM EVIL AND GOOD

1st level abjuration

Casting Time: 1 action

Range: Touch

Target: One willing creature you touch

Components: V S M (Holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, Up to 10 minutes

Classes: Cleric, Paladin, Warlock, Wizard

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Searing Smite

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames.

At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above 1st.

Wrathful Smite

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

AID

2nd level abjuration

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures within range

Components: V S M (A tiny strip of white cloth)

Duration: 8 hours

Classes: Artificer, Cleric, Paladin

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

BRANDING SMITE

2nd level evocation

Casting Time: 1 bonus action

Range: Self

Target: —

Components: V

Duration: Concentration, Up to 1 minute

Classes: Paladin

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

ENHANCE ABILITY

2nd level transmutation

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S M (Fur or a feather from a beast)

Duration: Concentration, Up to 1 hour

Classes: Artificer, Bard, Cleric, Druid, Sorcerer

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends. **Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends. **Bull's Strength.** The target has advantage on Strength checks, and his or her carrying capacity doubles. **Cat's Grace.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated. **Eagle's Splendor.** The target has advantage on Charisma checks. **Fox's Cunning.** The target has advantage on Intelligence checks. **Owl's Wisdom.** The target has advantage on Wisdom checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

LESSER RESTORATION

2nd level abjuration

Casting Time: 1 action

Range: Touch

Target: A creature

Components: V S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.