

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

CHARACTER NAME

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

○

PROFICIENCY BONUS

○

DEXTERITY

○

○ Strength

○ Dexterity

○ Constitution

○ Intelligence

○ Wisdom

○ Charisma

CONSTITUTION

○

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)

INTELLIGENCE

○

SKILLS

WISDOM

○

PASSIVE PERCEPTION

○

CHARISMA

○

○

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM
HIT DICE
TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED
FLY
CLIMB
SWIM

VISION
INSPIRATION
EXHAUSTION

SPEED, SENSES, & CONDITIONS

Hellish Resistance. You have resistance to fire damage.

Legacy of Avernus. You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the searing smite spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the branding smite spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

RACIAL TRAITS

ADVANTAGE

INITIATIVE

○

NAME	RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Great Weapon Master. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Mobile. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Medium Armor Master. Wearing medium armor doesn't impose disadvantage on your Stealth checks.

Tough. Your hit points maximum increases by 40.

Fighting Style.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind (Bonus Action—1/Short Rest). You regain 1d10+8 hp.

Action Surge (1/Short Rest). On your turn, you can take one additional action on top of your regular action.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Combat Superiority. You learn maneuvers that are fueled by special dice called superiority dice. You have 5 superiority dice which are d8s. DC 23

Maneuvering Attack. When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Sweeping Attack. When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

Distraction Strike. When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Lunging Attack. When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Know Your Enemy. Spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own.

Divine Sense (Action—2/Long Rest). You can open your awareness to detect presence of strong evil. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands (Action—60/Long Rest). You can touch a creature and draw power from the pool to restore a number of hp to that creature, up to the maximum amount remaining in your pool. You can expend 5 hp from your pool of healing to cure the target of one disease or neutralize one poison affecting it. This feature has no effect on undead and constructs.

Fighting Style.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Health. The divine magic flowing through you makes you immune to disease.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +1 bonus to the saving throw. You must be conscious to grant this bonus.

Aura of Courage. You and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Improved Divine Smite. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

Sacred Weapon (Action—Channel Divinity). For 1 minute, you add +1 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy (Action—Channel Divinity). Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Devotion. You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Smith's tools

Languages. Common, Infernal, Celestial, Elvish

PROFICIENCIES & LANGUAGES



GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN		HAIR

CHARACTER NAME

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example. I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

IDEAL

I owe my life to the priest who took me in when my parents died.

BOND

I judge others harshly, and myself even more severely.

FLAW

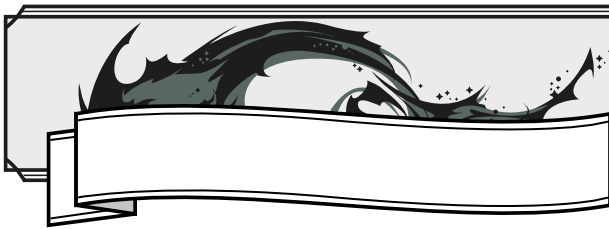
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES



SPELLCASTING ABILITY
SPELL ATTACK BONUS
SAVING THROW DC
SPELLS TO PREPARE

1ST LEVEL
4 SPELL SLOTS

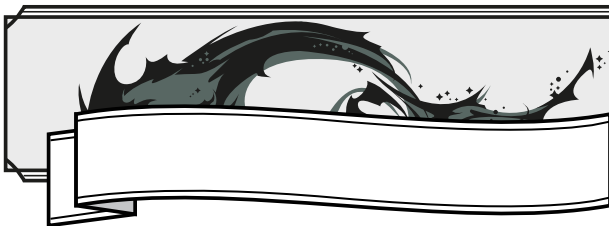
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2ND LEVEL
3 SPELL SLOTS

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3RD LEVEL
3 SPELL SLOTS

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SPELLCASTING ABILITY
SPELL ATTACK BONUS
SAVING THROW DC
SPELLS TO PREPARE

CANTRIPS

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Thaumaturgy

Transmutation Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Up to 1 minute

COMPONENTS V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.

- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Legacy of Avernus (Tiefling (Zariel))

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Prepared (Paladin)

Player's Handbook

Protection from Evil and Good

1st-level abjuration

CASTING TIME 1 action

RANGE Touch

DURATION Concentration, up to 10 minutes

COMPONENTS V, S, M (holy water or powdered silver and iron, which the spell consumes)

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.

Oath Spells (Paladin)

Player's Handbook

Sanctuary

1st-level abjuration

CASTING TIME 1 bonus action

RANGE 30 feet

DURATION 1 minute

COMPONENTS V, S, M (a small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

Oath Spells (Paladin)

Player's Handbook

Searing Smite

1st-level evocation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V

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 spells 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 level above 1st.

Legacy of Avernus (Tiefling (Zariel))

Player's Handbook

Shield of Faith

1st-level abjuration

CASTING TIME 1 bonus action

RANGE 60 feet

DURATION Concentration, up to 10 minutes

COMPONENTS V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Prepared (Paladin)

Player's Handbook

Thunderous Smite

1st-level evocation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Prepared (Paladin)

Player's Handbook

Wrathful Smite

1st-level evocation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V

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.

Prepared (Paladin)

Player's Handbook

Branding Smite

2nd-level evocation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V

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 is 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.

Legacy of Avernus (Tiefling (Zariel))

Player's Handbook

Lesser Restoration

2nd-level abjuration

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

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

Oath Spells (Paladin)

Player's Handbook

Zone of Truth

2nd-level enchantment

CASTING TIME 1 action

RANGE 60 feet

DURATION 10 minutes

COMPONENTS V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

Oath Spells (Paladin)

Player's Handbook

Beacon of Hope

3rd-level abjuration

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

Oath Spells (Paladin)

Player's Handbook

Blinding Smite

3rd-level evocation

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Prepared (Paladin)

Player's Handbook

Dispel Magic

3rd-level abjuration

CASTING TIME 1 action

RANGE 120 feet

DURATION Instantaneous

COMPONENTS V, S

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Oath Spells (Paladin)

Player's Handbook

Remove Curse

3rd-level abjuration

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Prepared (Paladin)

Player's Handbook

Revivify

3rd-level necromancy

CASTING TIME 1 action

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S, M (diamonds worth 300 gp, which the spell consumes)

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Prepared (Paladin)

Player's Handbook

Arrows are used with a bow to make a ranged attack.

Smith's tools allow you to work metal, heating it to alter its shape, repair damage, or work raw ingots into useful items.
Components. Smith's tools include hammers, tongs, charcoal, rags, and a Whetstone.

Arcana and History. Your expertise lends you additional insight when examining metal objects, such as weapons.

Investigation. You can spot clues and make deductions that others might overlook when an investigation involves armor, weapons, or other metalwork.

Repair. With access to your tools and an open flame hot enough to make metal pliable, you can restore 10 hit points to a damaged metal object for each hour of work.

SMITH'S TOOLS

Activity DC

Sharpen a dull blade 10

Repair a suit of armor 15

Sunder a nonmagical metal object 20

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

While wearing this belt, your Strength score changes to a score granted by the belt. The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The *belt of stone giant strength* and the *belt of frost giant strength* look different, but they have the same effect.

Type	Strength	Rarity
Hill giant	21	Rare
Stone/frost giant	23	Very rare
Fire giant	25	Very rare
Cloud giant	27	Legendary
Storm giant	29	Legendary

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

You have a +2 bonus to attack and damage rolls made with this magic weapon.

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.