Fayt Kensei			3,350 EXPERIENCE	6,500		Sechrest	v1.64
Paladin 4 CLASS	Oath of the SUBCLASS		L	awful Neutral	Pelor (NG)		-
4 Human RACE	Medium Male	(T WEIGHT SH		Blue	Black	<u> </u>
ABILITIES				7			PROFICIENCY OTHER
ABILITY ABILITY ABILITY NAME SCORE MODIFIER	TEMP TEMP SCORE MODIFIER	SAVING ABILITY THROW MODIFIER	PROFICIENCY OTHER BONUS MODIFIER	SKILL NAME ACROBATICS	ABILITY PROFICIENT M	SKILL ABILITY ODIFIER MODIFIER +1 = 1 +	PROFICIENCY OTHER BONUS MODIFIER
STRENGTH]			ANIMAL HANDLING ARCANA	wis O	+0 = 0 + +0 = 0 +	+
DEX DEXTERITY 12 +1		+1 = 1 +	+	ATHLETICS	INT O	+5 = 3 +	
CON 13 +1		+1 = 1 +	+	DECEPTION HISTORY	CHA ()	+3 = 3 + + + 0 = 0 + + 0	++
INT 10 +0		+0 = 0 +	+	Insight	wis •	+2 = 0 +	2 +
WIS 10 +0		+2 = 0 +	2 +	INTIMIDATION INVESTIGATION	CHA ● INT ○	+5 = 3 + + + 0 = 0 + + + 0 + + 0 + + - + - + - + + - + + + - + + + +	<u>2</u> + +
				MEDICINE	WIS	+0 = 0 + +0 = 0 +	+
CHA CHARISMA 16 +3		+5 = 3 +	2 +	PERCEPTION Normal	wis •	+2 = 0 +	2 +
7	HEALTH & ARM		\	PERFORMANCE		+3 = 3 + +3 = 3 + +3 = 3 + +3 + +3 + +3	
HP 37	30 HD	4d10	PASS	PERSUASION RELIGION	СНА () INT ()	+3 = 3 + + + + + + + + + + + + + + + + +	++
HIT POINTS MAX TEMPORARY	REMAINING HIT DICE	TOTAL USED HIT DICE	E DEATH ROLLS	SLEIGHT OF HAND	DEX O	+1 = 1 +	+
] [STEALTH	DEX O	+1 = 1 +	+
AC 18 = 16	2 + 0 +		3 B,P,S (non-magic)	SURVIVAL	wis	+2 = 0 +	2 +
	SHIELD DEXTERITY OTHE MODIFIER		DAMAGE REDUCTION	1	PROFIC	IENCIES	1
Chain mail	ARMOR WEIGHT 16 55 lb	+0 13	stealth Disadvantage	PROFICIENCY	BONUS (+2)	TOOLS	LANGUAGES
TYPE		PERTIES		WEAR	PONS	Dragonchess set	Common Elvish
heavy proficient, Don: 10				All Simple			Dwarvish
Shield	ARMOR WEIGHT +2 6 lb	proficient	RTIES	All Martial Unarmed strike			Draconic
		pronoicint					
	ACTIONS				;		
INITIATIVE MODIFIER	+ SPEED NORMAL	2 30 ft (INS	SPIRATION				
			+ 2 +		ARMOR Light		
TOTAL STAND		TOTAL BASE	PERCEPTION OTHER SKILL		Medium		
ATTACK 1	BONUS	DAMAGE	ТҮРЕ	·	Heavy Shields		
Long sword	+5	1d8+3	slashing	7		ENT WORN	
- proficient, versatile				HEAD		Hands	
				HEADBAND, HAT, HELMET, O	RPHYLACTERY	GLOVES OR GAUNTLETS	
ATTACK 2 Hand crossbow	BONUS +3	DAMAGE 1d6+1	TYPE piercing	Eyes		ARMS / WRISTS	,
RANGE	-	PERTIES	pleicing	EYE LENSES OR GOGGLES		BRACERS OR BRACELETS	
	ion, light, loading, underwa	ater					
AMMUNITION Bolts				AMULET, BROOCH, MEDALLIN	ON, PERIAPT, OR SCARAB	BODY ROBE OR SUIT OF ARMOR	
Javelin	BONUS +5	damage 1d6+3	piercing				
RANGE		PERTIES	-	SHOULDERS CLOAK, CAPE OR MANTLE		TORSO VEST, VESTMENT, OR SHIF	RT
30/120 proficient, thrown,				<u> </u>			
				RINGS		WAIST	
Dagger	BONUS +5	damage 1d4+3	TYPE piercing	RIGHT HAND		BELT OR GIRDLE	
RANGE		PERTIES		Rings		FEET	
· · · ·	ight, thrown, underwater			LEFT HAND		BOOTS, SHOES, OR SLIPPI	ERS
				I			
Myrmster	BONUS +6	DAMAGE 1d8+4	TYPE slashing		CAPACITY T		INAGE
RANGE	-	PERTIES	Ŭ	CURRENT	46.3 lb	PLATINUM (PP)	
- Additionally knows	Draconic, and glows when	within 120ft of a dragon.		UNENCUMBERED, SPEED 30		1 PLATINUM = 10 GOLD	169 169
				ENCUMBERED SPEED -10 FT	86 - 170 lb	1 GOLD = 2 ELECTRUM	
ATTACK 0	BONUS	DAMAGE	ТҮРЕ			ELECTRUM (EP) 1 ELECTRUM = 5 SILVER	
RANGE	PROP	PERTIES		ENCUMBERED HEAVIL SPEED -20 FT DISADV. ON STR, DEX, CON C		SILVER (SP)	8 8
				PUSH, DRAG, LIFT	0 - 510 lb		
				PUSH OR DRAG ABOVE 255 L	B SPEED DROPS TO 5 FT	COPPER (CP)	11

🦅 G	EAR		V	TACE, BACKGROUND, CLASS & FEATS v1.64 🏹
POSSESSION ON PERSON				RACE: Human
ITEM	QTY	LOCATION	WEIGHT	 +1 to all ability scores Size: Medium
Crossbow Bolts (20) Dragonchess set		Belt Pouch Backpack	0.1 lb 0.5 lb	• Speed: 30ft
Holy Symbol: Emblem		Баскраск	0.0 lb	Languages: Common, one additional language
Clothes, Fine		Body	6.0 lb	BACKGROUND: Knight
Signet Ring		Hand (Left)	0.0 lb	Region: Konnen 5e
Scroll of Pedigree Coin Purse	· · · · · ·	Backpack Belt	0.3 lb 0.1 lb	• Feature: Retainers
Rations (1 day)		2011	2.0 lb	You have the service of three retainers loyal to your family. These retainers can be attendants or messengers, and one might be a majordomo. Your retainers are commoners who can perform
Backpack		Body	5.0 lb	mundane tasks, but they do not fight for you, will not follow you into obviously dangerous areas
Bedroll Mess Kit		Backpack Backpack	7.0 lb 1.0 lb	(such as dungeons), and will leave if they are frequently endangered or abused.
Torches		Backpack	1.0 lb	Skills: History, Persuasion Tools: One type of gaming set
Waterskin		Body	5.0 lb	Languages: One of your choice
Rope, Hempen (50ft)		Backpack	10.0 lb	
Dagger		Body	1.0 lb	CLASS: Paladin • Armor: All armor, shields
				Weapons: Simple and martial weapons
Gem, Lapis Lazuli, 10gp		Belt Pouch	0.0 lb	Tools: none
Potion of Greater Healing Glaive (From Bearded Devil)		Backpack Backpack	0.5 lb 0.0 lb	Saves: Wisdom, Charisma Skills: Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion
Key from Fiend		Васкраск	NTER WEIGHT	Divine Sense
				As an action, know the location of any celestial, fiend, or undead within 60ft (not in total cover)
				until the end of your next turn and detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 4 times and recover
	· · · · · ·			expended uses after a long rest
				• Lay on Hands
				As an action, touch a creature and restore its hit points from your healing pool (20 hit points) Expend 5 hit points from your pool of healing to cure a disease or neutralize a poison affecting it.
				This has no effect on undead and constructs
			·	Spellcasting
				Use a holy symbol as a spellcasting focus for your paladin spells • Divine Smite
				 Divine Smite When you hit a creature with a melee weapon attack, 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 (max. 5d8). This increases by 1d8 if the target is undead or a fiend
				Fighting Style (Protection)
				When a creature you can see attacks a target other than you within 5 feet, you can use your
				reaction to impose a disadvantage on the attack roll. You must be wielding a shield
				Divine Health You are immune to disease
				Sacred Oath (Oath of the Dragoon)
ATTUNED MAGICAL ITEMS	QTY	LOCATION	WEIGHT	Channel Divinity - One Use between a long or short rest.
Long sword +1	<u> </u>	Hands	3.0 lb	- Armor of the Dragoon: As a bonus action, you call upon the power of your Dragoon brethren calling a mist powered by your deity to unveil your phantom wings. The distraction and intimidation of your misty
				wings add your Charisma modifier to your armor class against one attack as an interrupt action, once
				per round for 1 minute. The glow of your wings emits bright light in a 20-foot radius and dim light 20 feet
	то	TAL WEIGHT CARRIED		beyond that. You can reduce this light to 10ft of dim light with concentration. If you fall unconscious, this effect ends. (Defensive equivalent of Sacred Weapon)
POSSESSION NOT ON PERSON		CARRYING 188 C		- Flight of the Dragoon: As a standard action, you call upon the power of your Dragoon brethren, pulling
ITEM	QTY	LOCATION	WEIGHT	on their powers of flight, and doubling your jumping ability for 1 minute, your wings of mist slow your
				descent until you've fallen at least 10ft and you touch another surface, or the minute expires. You do not suffer from disadvantage on this jump regardless of armor type. (Jump+Feather fall, in place of a turning
				ability)
			·	Tenets of the Dragoon
				The tenets of the Oaths of the Dragoon are few, and are not meant to restrict them: Free Thought, Heroism, Freedom, and Exploration.
				Ability Score Improvement / Feat: Level 4
				ABILITY SCORE IMPROVEMENT & FEATS
				Heavy Armor Master - Paladin 4
	·			- Increase your Strength score by 1, to a maximum of 20
				- While wearing heavy armor, bludgeoning, piercing, and slashing damage from non magical
				weapons is reduced by 3
			·	
		TOTAL WEIGHT		
CHARACTER NOTES	🔊 🍼 🛛 PEF	RSONALITY TRAITS		
HERO POINTS 7 REMAINING		birth, I do not place mysel	f above	
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	family.	,	,	
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					SP	ELLCASTING	v1.64
aladin 4		4	CHA		+3	1st 2nd 3rd 4th 5th 6th 7th 8th	9th
ass Dath of the Dragoon		LEVEL	ABILITY		ABILITY M		1
IBCLASS	60		PR	EPARED/KNOWN			
	-	RATION H		d _{DOMAIN} o	OATH 0	CIRCLE ^M MASTERY ^S SIGNATURE	
CANTRIPS	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
					· · · · · · · · · · · · · · · · · · ·		
LEVEL 1	CAST	RANGE	DURATION	COMPONENT	ТҮРЕ	DETAILS	REF
Cure Wounds H Heroism H	<u>1 act</u>	touch	instant 1 min con	VS VS	evoc	1 creature is healed 1d8+spell ability modifier ^H +1d8	PH 23 PH 25
Divine Favor Shield of Faith	1 bon 1 bon	self 60 ft	1 min con 10 min con	VS VSM	evoc abjur	weapon attacks deal +1d4 radiant for duration	PH 23 PH 27
Purify Food and Drink Bless ^H	1 act ^R 1 act	10 ft 30 ft	instant 1 min ∞	VS VSM	trans ench	5ft rad of food and drink purified and rendered free of poison and disease	PH 27 PH 21
Command ^H Compelled Duel	1 act 1 bon	60 ft 30 ft	1 rnd 1 min con	V V		1 creature (not undead), wis save or follow one-word command (drop, flee etc.) ^H +1 creature 1 creature, wis save or disadv to attack creatures except you, wis save if it moves more than 30ft away	PH 22 PH 22
Detect Evil and Good Detect Magic	1 act 1 act ^R	self self	<u>10 min сом</u> 10 min сом	VS VS	divin divin	30ft rad, aberration, celestial, elemental, fey, fiend, undead, magically desecrated or consecrated 30ft rad, sense presence of magic, action to see aura of object or creature and learn school of magic	PH 23 PH 23
Detect Poison and Disease Protection from Evil and Good	1 act R 1 act	self touch	10 min con 10 min con	VSM VSM		30ft rad, sense presence and location of poisons, poisonous creatures and diseases 1 willing creature, immune charm/fear/possession and (cel,fey,fnd,ele,und) disadv to attack you	PH 23 PH 27
Searing Smite H Thunderous Smite	1 bon 1 bon	self self	1 min con 1 min con	V V	evoc evoc	next melee weapon, +2d6 thunder and str save or pushed 10ft and prone; audible 300ft away	PH 27 PH 28
Wrathful Smite Shield ° Unseen Servant °	1 bon 1 react	self	1 min con 1 rnd	V VS	evoc abjur		PH 2 PH 2
Unseen Servant º	1 act R	60 ft	1 hr	VSM	conjur	invisible servant that performs simple tasks, bon to mentally command (see spell)	PH 28
LEVEL 2	CAST	RANGE		COMPONENT	TYPE	DETAILS	REI
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LEVEL 3	CAST	RANGE	DURATION	COMPONENT	ТҮРЕ	DETAILS	RE
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LEVEL 4	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 5	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 6	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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LEVEL 7	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
1 EVEL 9							
LEVEL 8	CAST	RANGE	DURATION	COMPONENT			REF
LEVEL 8	CAST	RANGE	DURATION	COMPONENT		DETAILS	REF
LEVEL 8	CAST	RANGE	DURATION	COMPONENT		DETAILS	REF
LEVEL 8		RANGE	DURATION	COMPONENT		DETAILS	REF
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LEVEL 8	CAST	RANGE	DURATION	COMPONENT		DETAILS	REF
LEVEL 8	CAST	RANGE	DURATION	COMPONENT		DETAILS	REF
LEVEL 8				COMPONENT			REF

1	CHARACTER PORTRAIT) 🖅		FAMILIAR OR ANIMAL	COMPANION	v1.64
	To Change This Image Select IT, Go to the Format Menu and Choose Change Picture			SIZE	TRAITS	
1	EXHAUSTION) 7		ALLIES & ORGAN	IZATIONS	9
1 2 3 4 5 6 Fini	EFFECT (CUMULATIVE) CURRENT LEVEL Disadvantage on ability checks Speed halved Disadvantage on attack rolls and saving throws Hit point maximum halved Speed reduced to 0 Death shing a long rest reduces your exhaustion level by 1, vided that you have also ingested some food and drink.	FACTION:	Rank: 0	RENOWN:		y
prov				,		
 Attack disadval CHARM The ch You ca magica DEAFEN You ca FRIGHT You ha 	In't see and automatically fails any ability check that requires sight. rolls against you have advantage, and your attack rolls have ntage. ED armer has advantage on any ability check to interact socially with you. In't attack the charmer or target the charmer with harmful abilities or al effects. WED In't hear and automatically fail any ability check that requires hearing.					
 You ca 	n't willingly move closer to the source of its fear.	7		ADVENTURE N	IOTER	2
 The cc or grap INCAPA You ca INVISIB You ar purpos any no Attack advanta 	peed becomes 0, and you can't benefit from any bonus to your speed. indition ends if the grappler is incapacitated. Indition ends if an effect removes you from the reach of the grappler pling effect, such as if you are hurled away by the thunderwave spell. CITATED In it take actions or reactions. LE e impossible to see without the aid of magic or a special sense. For the e of hiding, you are heavily obscured. Your location can be detected by ise you make or any tracks you leave. rolls against you have disadvantage, and your attack rolls have ge.					
• You an	rZED e incapacitated and can't move or speak.					
 Attack Any att PETRIFI You arr carryin by a fa You ar Attack You au 	e transformed, along with any nonmagical objects you are wearing or g, into a solid inanimate substance (usually stone). Your weight increases ctor of ten, and you cease to age. e incapacitated, unaware of your surroundings and can't move or speak rolls against you have advantage. itomatically fail Strength & Dexterity saving throws. ive resistance to all damage. e immune to poison and disease, although a poison or disease already in					
	rstem is suspended, not neutralized.	<u></u>				
PRONE • Your o • You ha • Attack Otherw RESTR/ • Your s • Attack	we disadvantage on attack rolls and ability checks. nly movement is to crawl, unless you stand up and thus end the condition we disadvantage on attack rolls. rolls against you have advantage if the attacker is within 5ft of you. ise, the attack roll has disadvantage. NNED peed becomes 0, and you can't benefit from any bonus to your speed. rolls against you have advantage, and your attack rolls have	L .				
disadva • You ha	ntage. ave disadvantage on Dexterity saving throws.					
STUNNI • You ar • You au • Attack UNCON	ED e <i>incapacitated</i> , can't move, and can speak only falteringly. itomatically fail Strength and Dexterity saving throws. rolls against you have advantage.					
 You dr 	op whatever you are holding and fall prone. tomatically fail Strength and Dexterity saving throws.					
 Attack 	rolls against you have advantage.					
 Any at 	tack that hits you is a critical hit if the attacker is within 5ft of you.					

7		IRE NOTES v1.84 💎
Wyrmster: Once a day, for one minute with a		
Additionally knows Draconic, and glows whe	command word can deal 1d6 Lightning Damage. an within 120ft of a dragon.	
	¥	
4.47.0040 west 40br from the disc Deal		
4-17-2016 used 10hp from Healing Pool		
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WILD SHAPE

v1.64 🏹

ABILITY SCORES	HIT POINTS	SUBCLASS()(ON INT	REMAINING WIS	СНА	WILD SHAPE USED SKILLS ACROBATICS ANIMAL HANDLING ARCANA ATHLETICS DECEPTION HISTORY	CR MAX DURATION LIMIT INSIGHT	PERFORMANCE PERSUASION RELIGION SLEIGHT OF HAND STEALTH
RMOR CLASS		() CON INT		СНА	ACROBATICS ANIMAL HANDLING ARCANA ATHLETICS DECEPTION	INTIMIDATION INVESTIGATION MEDICINE NATURE	PERSUASION RELIGION SLEIGHT OF HAND
BILITY SCORES		()		CHA	ANIMAL HANDLING ARCANA ATHLETICS DECEPTION	INTIMIDATION INVESTIGATION MEDICINE NATURE	PERSUASION RELIGION SLEIGHT OF HAND
BILITY SCORES AVING THROWS ESISTANT MMUNE ULNERABLE ENSES ANGUAGES CTIONS INITIATIV		() CON INT		CHA	ARCANAATHLETICS	INVESTIGATION MEDICINE NATURE	RELIGION SLEIGHT OF HAND
BILITY SCORES AVING THROWS ESISTANT MUNE ULNERABLE ENSES ANGUAGES CTIONS INITIATIV	STR DEX		wis 	CHA 	ATHLETICS	MEDICINE NATURE	SLEIGHT OF HAND
AVING THROWS ESISTANT MUNE ULNERABLE ENSES ANGUAGES CTIONS INITIATIV				_	DECEPTION	NATURE	
ESISTANT MUNE ULNERABLE ENSES ANGUAGES CTIONS INITIATIV				_			
MMUNE ULNERABLE ENSES ANGUAGES CTIONS INITIATIV						FERGEFIION	SURVIVAL
ACTIONS INITIATIV							
ACTIONS INITIATIV					TRAITS		
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	/E SPEED	OTHER					
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NILD SHAPE 2					SKILLS		
ARMOR CLASS	HIT POINTS	()	REMAINING		ACROBATICS		PERFORMANCE
			_		ANIMAL HANDLING		PERSUASION
ABILITY SCORES	STR DEX	CON INT	WIS	СНА	ARCANA	INVESTIGATION	RELIGION SLEIGHT OF HAND
SAVING THROWS					DECEPTION	NATURE	STEALTH
				-	HISTORY	PERCEPTION	SURVIVAL
VULNERABLE				<u> </u>	TRAITS		
SENSES							
CTIONS INITIATIV	/E SPEED	OTHER		-			
1							
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WILD SHAPE 3					SKILLS		
					ACROBATICS	INSIGHT	PERFORMANCE
ARMOR CLASS		()	REMAINING	_	ANIMAL HANDLING	INTIMIDATION	PERSUASION
	STR DEX	CON INT	WIS	CHA	ARCANA	INVESTIGATION	RELIGION
ABILITY SCORES					ATHLETICS	MEDICINE	SLEIGHT OF HAND
SAVING THROWS				_		NATURE	STEALTH
RESISTANT					HISTORY	PERCEPTION	SURVIVAL
MMUNE					TRAITS		
/ULNERABLE							
SENSES							
ANGUAGES							
	/E SPEED	OTHER	_				
1							
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WILD SHAPE 4					SKILLS		
					ACROBATICS	INSIGHT	PERFORMANCE
		()	REMAINING		ANIMAL HANDLING		PERSUASION
RMOR CLASS	ATR	CON INT	WIS	СНА	ARCANA	INVESTIGATION	RELIGION
	STR DEX		-		ATHLETICS	MEDICINE	SLEIGHT OF HAND
	STR DEX				DECEPTION	NATURE	STEALTH
BILITY SCORES	STR DEX				HISTORY	PERCEPTION	SURVIVAL
BILITY SCORES	STR DEX						
BILITY SCORES	STR DEX						
ABILITY SCORES	STR DEX				TRAITS		
ABILITY SCORES	STR DEX				TRAITS		
ABILITY SCORES	STR DEX				TRAITS		
ARMOR CLASS	STR DEX				TRAITS		
ABILITY SCORES SAVING THROWS RESISTANT MMUNE /ULNERABLE SENSES LANGUAGES		OTHER			TRAITS		
ABILITY SCORES BAVING THROWS RESISTANT MMUNE /ULNERABLE SENSES LANGUAGES		OTHER			TRAITS		
ABILITY SCORES		OTHER			TRAITS		

Fayt Kensei	Paladin 4							Record e	ach session of I	hav helov	v Express d	owntime tota	ls in daily	ah.
CHARACTER NAME 4 Human	CLASS				FACTION			increments	s. Record certifi	ed and n	on-certified p	permanent ma	agic items	
4 Human LEVEL RACE	Robert Sechrest	D	CI#		SHEET	ŧ		(all magic i	tems except for	r potions,	scrolls, and	some wondro	ous items)	ाष्ट्र
	XP GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	ХР	GOLD	EARNED OR +	/- RENOWN	MAGIC ITEMS	ХР	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITE
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ADVENTURE NAME	ADVENTURE NOTES / DOWNTIME ACTIVITY													
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ADVENTURE NAME	ADVENTURE NOTES /	·			·									
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ADVENTURE NAME	ADVENTURE NOTES / DOWNTIME ACTIVITY													
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ADVENTURE NAME	ADVENTURE NOTES /													
DM NAME & DCI#	DOWNTIME ACTIVITY													
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DATE SESSION #	XP GOLD	DOWNTIME	RENOWN	MAGIC ITEMS	ХР	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS	ХР	GOLD	DOWNTIME	RENOWN	MAGIC ITEI
ADVENTURE NAME	ADVENTURE NOTES /													
DM NAME & DCI#	DOWNTIME ACTIVITY													
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DATE SESSION #	XP GOLD	DOWNTIME	RENOWN	MAGIC ITEMS	ХР	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEI
ADVENTURE NAME	ADVENTURE NOTES / DOWNTIME ACTIVITY													
DM NAME & DCI#														
DATE SESSION #	XP GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	ХР	GOLD	EARNED OR + DOWNTIME		MAGIC ITEMS	ХР	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEI
ADVENTURE NAME	ADVENTURE NOTES /													
DM NAME & DCI#	DOWNTIME ACTIVITY													
		STARTING					EARNED OR +	/-	_			TOTAL		
DATE SESSION #	XP GOLD		RENOWN	MAGIC ITEMS	ХР	GOLD			MAGIC ITEMS	ХР	GOLD		RENOWN	MAGIC ITEI
ADVENTURE NAME	ADVENTURE NOTES /	·										_		
DM NAME & DCI#	DOWNTIME ACTIVITY													
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DATE SESSION #	XP GOLD	DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	DOWNTIME	RENOWN	MAGIC ITEI
ADVENTURE NAME	ADVENTURE NOTES / DOWNTIME ACTIVITY													
DM NAME & DCI#														
DATE SESSION #	XP GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	ХР	GOLD	EARNED OR + DOWNTIME		MAGIC ITEMS	ХР	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEI
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Fayt Kensei, Pal Medium humanoid (h ARMOR CLASS		l neutral	Ŭ	,	i			RACE: Human • 1 to all ability scores • Size: Medium • Speed: 30ft
ABILITY SCORES	STR 17 (+3)	DEX 12 (+1)	CON 13 (+1)		NT) (+0)	WIS 10 (+0)	CHA 16 (+3)	Languages: Common, one additional language
SAVING THROWS	+3	+1	+1		+0	+2	+5	BACKGROUND: Knight
SKILLS								Region: Konnen 5e Feature: Retainers
ACROBATICS	+1 • II	NSIGHT		+2	PERFO	RMANCE	+3	You have the service of three retainers loyal to your fam
ANIMAL HANDLING	+0 • II	NTIMIDATION		+5	PERSU	ASION	+3	messengers, and one might be a majordomo. Your retai
ARCANA	+0 1	VESTIGATION		+0	RELIGIO	NC	+0	mundane tasks, but they do not fight for you, will not foll
 ATHLETICS 	+5 N	IEDICINE		+0	SLEIGH	IT OF HAND	+1	(such as dungeons), and will leave if they are frequently
DECEPTION	+3 N	ATURE		+0	STEALT	гн	+1	Skills: History, Persuasion
HISTORY	+0 • F	ERCEPTION		+2	 SURVIV 	/AL	+2	Tools: One type of gaming set
	age Reduction		n-magic)					Languages: One of your choice
LANGUAGES Com	mon, Elvish, D	warvish, Drac	onic					CLASS: Paladin • Armor: All armor, shields
ACTIONS ATTAC	кs 1 IN	TIATIVE +	1 SPEED	30) ft			Weapons: Simple and martial weapons Tools: none
Long sword Martial Melee: +5 to hit, Properties: proficient, ve								 Saves: Wisdom, Charisma Skills: Choose 2 from Athletics, Insight, Intimidation, Me Divine Sense

Hand crossbow

Martial Ranged: +3 to hit, range 30/120. Hit: 1d6+1 piercing Properties: proficient, ammunition, light, loading, underwater Javelin

Simple Melee: +5 to hit, range 30/120. Hit: 1d6+3 piercing

Properties: proficient, thrown, underwater

Dagger

Simple Melee: +5 to hit, range 20/60. Hit: 1d4+3 piercing Properties: proficient, finesse, light, thrown, underwater

Wvrmster

Martial Melee: +6 to hit, range -. Hit: 1d8+4 slashing

Properties: Once a day, for one minute with command word can deal 1d6 Lightning Damage.

CHARACTER SUMMARY

SPELLCASTING	SPELL SLOTS	່ 3 ້ -	3 4	5 6	7 8 9	-
DC 13 SPELLS PREPARED/KNOWN	SPELLS USED					
L NAME		CAST	RANGE	DURATION	COMPONENT	TYPE
1 Cure Wounds H		1 act	touch	instant	VS	evoc
1 creature is healed 1d8+spe	ell ability modifier H	+1d8				
1 Divine Favor		1 bon	self	1 min con	VS	evoc
weapon attacks deal +1d4 ra	adiant for duration					
1 Shield of Faith		1 bon	60 ft	10 min con	VSM	abjur
1 creature, gains +2 AC for s	pells duration					
1 Thunderous Smite	-	1 bon	self	1 min con	V	evoc
next melee weapon, +2d6 th	under and str save	or pushed	1 10ft and p	orone; audible	e 300ft away	
1 Shield •		1 react	self	1 rnd	VS	abjur
gain +5 AC (including agains	t the triggering att	ack) and vo	ou take no	dma from ma	aic missiles	

st the triggering a 1 act ^R 60 ft 1 hr 1 Unseen Servant • VSM conjur invisible servant that performs simple tasks, bon to mentally command (see spell)

nily. These retainers can be attendants or iners are commoners who can perform

low you into obviously dangerous areas endangered or abused.

edicine, Persuasion, and Religion

As an action, know the location of any celestial, fiend, or undead within 60ft (not in total cover) until the end of your next turn and detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 4 times and recover expended uses after a long rest

Lay on Hands

As an action, touch a creature and restore its hit points from your healing pool (20 hit points) Expend 5 hit points from your pool of healing to cure a disease or neutralize a poison affecting it. This has no effect on undead and constructs

Spellcasting

60

Use a holy symbol as a spellcasting focus for your paladin spells Divine Smite

When you hit a creature with a melee weapon attack, 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 (max. 5d8). This increases by 1d8 if the target is undead or a fiend Fighting Style (Protection)

When a creature you can see attacks a target other than you within 5 feet, you can use your reaction to impose a disadvantage on the attack roll. You must be wielding a shield

Divine Health

You are immune to disease Sacred Oath (Oath of the Dragoon)

Channel Divinity - One Use between a long or short rest.

- Armor of the Dragoon: As a bonus action, you call upon the power of your Dragoon brethren calling a mist powered by your deity to unveil your phantom wings. The distraction and intimidation of your misty wings add your Charisma modifier to your armor class against one attack as an interrupt action, once per round for 1 minute. The glow of your wings emits bright light in a 20-foot radius and dim light 20 feet beyond that. You can reduce this light to 10ft of dim light with concentration. If you fall unconscious, this effect ends. (Defensive equivalent of Sacred Weapon)

- Flight of the Dragoon: As a standard action, you call upon the power of your Dragoon brethren, pulling on their powers of flight, and doubling your jumping ability for 1 minute, your wings of mist slow your descent until you've fallen at least 10ft and you touch another surface, or the minute expires. You do not suffer from disadvantage on this jump regardless of armor type. (Jump+Feather fall, in place of a turning ability) Tenets of the Dragoon

The tenets of the Oaths of the Dragoon are few, and are not meant to restrict them: Free Thought, Heroism, Freedom, and Exploration.

Ability Score Improvement / Feat: Level 4

ABILITY SCORE IMPROVEMENT & FEATS

Heavy Armor Master - Paladin 4

- Increase your Strength score by 1, to a maximum of 20

- While wearing heavy armor, bludgeoning, piercing, and slashing damage from non magical weapons is reduced by 3



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