

Fayt Kensei
CHARACTER NAME

Knight
BACKGROUND

3,350
EXPERIENCE

6,500
NEXT LEVEL

Robert Sechrest
PLAYER NAME

v1.64



Paladin 4 Oath of the Dragon
CLASS SUBCLASS

Lawful Neutral
ALIGNMENT

Pelor (NG)
RELIGION / PATRON / DEITY

4 Human Medium Male 30(40) 5'5" 158 lb White Blue Black
LEVEL RACE SIZE GENDER AGE HEIGHT WEIGHT SKIN EYES HAIR

ABILITIES table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER, SAVING THROW, ABILITY MODIFIER, PROFICIENCY BONUS, OTHER MODIFIER. Rows include STR (17, +3), DEX (12, +1), CON (13, +1), INT (10, +0), WIS (10, +0), CHA (16, +3).

SKILLS table with columns: SKILL NAME, ABILITY, PROFICIENT, SKILL MODIFIER, ABILITY MODIFIER, PROFICIENCY BONUS, OTHER MODIFIER. Lists skills like ACROBATICS, ANIMAL HANDLING, etc.

HEALTH & ARMOR table with fields: HP (37), HD (4), AC (18), and damage resistance/reduction.

ARMOR table with columns: TYPE, ARMOR, WEIGHT, DEX MOD, STRENGTH, STEALTH. Shows Chain mail armor.

SHIELD table with columns: ARMOR, WEIGHT, PROPERTIES. Shows a Shield.

ACTIONS table with fields: INITIATIVE (+1), SPEED (30 ft), INSPIRATION, ATTACKS (1), PERCEPTION (12).

ATTACK 1 table with columns: RANGE, BONUS, DAMAGE, TYPE. Shows Long sword attack.

ATTACK 2 table with columns: RANGE, BONUS, DAMAGE, TYPE. Shows Hand crossbow attack.

ATTACK 3 table with columns: RANGE, BONUS, DAMAGE, TYPE. Shows Javelin attack.

ATTACK 4 table with columns: RANGE, BONUS, DAMAGE, TYPE. Shows Dagger attack.

ATTACK 5 table with columns: RANGE, BONUS, DAMAGE, TYPE. Shows Wyrminster attack.

ATTACK 6 table with columns: RANGE, BONUS, DAMAGE, TYPE. Empty attack entry.

PROFICIENCIES table with columns: PROFICIENCY BONUS (+2), TOOLS, LANGUAGES, WEAPONS, ARMOR. Lists Dragonchess set, Elvish, etc.

EQUIPMENT WORN table with sections: HEAD, HANDS, EYES, ARMS / WRISTS, NECK, BODY, SHOULDERS, TORSO, RINGS, WAIST, RINGS, FEET.

CARRYING CAPACITY and COINAGE tables. CARRYING CAPACITY shows 46.3 lb current, 86-170 lb encumbered. COINAGE shows 169 gold, 8 electrum, 11 copper.



CLASS	SUBCLASS	WILD SHAPE	USED	CR MAX	DURATION	LIMITATIONS
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WILD SHAPE 1

ARMOR CLASS _____ HIT POINTS _____ (_____) REMAINING _____

STR DEX CON INT WIS CHA

ABILITY SCORES

SAVING THROWS

RESISTANT _____

IMMUNE _____

VULNERABLE _____

SENSES _____

LANGUAGES _____

ACTIONS INITIATIVE _____ SPEED _____ OTHER _____

1 _____

2 _____

3 _____

WILD SHAPE 2

ARMOR CLASS _____ HIT POINTS _____ (_____) REMAINING _____

STR DEX CON INT WIS CHA

ABILITY SCORES

SAVING THROWS

RESISTANT _____

IMMUNE _____

VULNERABLE _____

SENSES _____

LANGUAGES _____

ACTIONS INITIATIVE _____ SPEED _____ OTHER _____

1 _____

2 _____

3 _____

WILD SHAPE 3

ARMOR CLASS _____ HIT POINTS _____ (_____) REMAINING _____

STR DEX CON INT WIS CHA

ABILITY SCORES

SAVING THROWS

RESISTANT _____

IMMUNE _____

VULNERABLE _____

SENSES _____

LANGUAGES _____

ACTIONS INITIATIVE _____ SPEED _____ OTHER _____

1 _____

2 _____

3 _____

WILD SHAPE 4

ARMOR CLASS _____ HIT POINTS _____ (_____) REMAINING _____

STR DEX CON INT WIS CHA

ABILITY SCORES

SAVING THROWS

RESISTANT _____

IMMUNE _____

VULNERABLE _____

SENSES _____

LANGUAGES _____

ACTIONS INITIATIVE _____ SPEED _____ OTHER _____

1 _____

2 _____

3 _____

SKILLS

ACROBATICS	_____	INSIGHT	_____	PERFORMANCE	_____
ANIMAL HANDLING	_____	INTIMIDATION	_____	PERSUASION	_____
ARCANA	_____	INVESTIGATION	_____	RELIGION	_____
ATHLETICS	_____	MEDICINE	_____	SLEIGHT OF HAND	_____
DECEPTION	_____	NATURE	_____	STEALTH	_____
HISTORY	_____	PERCEPTION	_____	SURVIVAL	_____

TRAITS

Empty box for traits.

SKILLS

ACROBATICS	_____	INSIGHT	_____	PERFORMANCE	_____
ANIMAL HANDLING	_____	INTIMIDATION	_____	PERSUASION	_____
ARCANA	_____	INVESTIGATION	_____	RELIGION	_____
ATHLETICS	_____	MEDICINE	_____	SLEIGHT OF HAND	_____
DECEPTION	_____	NATURE	_____	STEALTH	_____
HISTORY	_____	PERCEPTION	_____	SURVIVAL	_____

TRAITS

Empty box for traits.

SKILLS

ACROBATICS	_____	INSIGHT	_____	PERFORMANCE	_____
ANIMAL HANDLING	_____	INTIMIDATION	_____	PERSUASION	_____
ARCANA	_____	INVESTIGATION	_____	RELIGION	_____
ATHLETICS	_____	MEDICINE	_____	SLEIGHT OF HAND	_____
DECEPTION	_____	NATURE	_____	STEALTH	_____
HISTORY	_____	PERCEPTION	_____	SURVIVAL	_____

TRAITS

Empty box for traits.

SKILLS

ACROBATICS	_____	INSIGHT	_____	PERFORMANCE	_____
ANIMAL HANDLING	_____	INTIMIDATION	_____	PERSUASION	_____
ARCANA	_____	INVESTIGATION	_____	RELIGION	_____
ATHLETICS	_____	MEDICINE	_____	SLEIGHT OF HAND	_____
DECEPTION	_____	NATURE	_____	STEALTH	_____
HISTORY	_____	PERCEPTION	_____	SURVIVAL	_____

TRAITS

Empty box for traits.



ADVENTURERS LOG

v1.64

Fayt Kensei

Paladin 4

FACTION

Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items)



CHARACTER NAME

CLASS

4 Human

Robert Sechrest

DCI #

SHEET #

LEVEL RACE

PLAYER NAME

DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
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ADVENTURE NAME _____
 ADVENTURE NOTES / DOWNTIME ACTIVITY _____
 DM NAME & DCI # _____

DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
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DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
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DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
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ADVENTURE NAME _____
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DATE	SESSION #	XP	GOLD	STARTING DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	EARNED OR +/- DOWNTIME	RENOWN	MAGIC ITEMS	XP	GOLD	TOTAL DOWNTIME	RENOWN	MAGIC ITEMS
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ADVENTURE NAME _____
 ADVENTURE NOTES / DOWNTIME ACTIVITY _____
 DM NAME & DCI # _____

Fayt Kensei, Paladin 4 (Oath of the Dragoon)

Medium humanoid (human), lawful neutral

ARMOR CLASS 18 HIT POINTS 37 REMAINING

ABILITY SCORES	STR 17 (+3)	DEX 12 (+1)	CON 13 (+1)	INT 10 (+0)	WIS 10 (+0)	CHA 16 (+3)
SAVING THROWS	+3	+1	+1	+0	+2	+5

SKILLS						
ACROBATICS	+1	• INSIGHT	+2	PERFORMANCE	+3	
ANIMAL HANDLING	+0	• INTIMIDATION	+5	PERSUASION	+3	
ARCANA	+0	INVESTIGATION	+0	RELIGION	+0	
• ATHLETICS	+5	MEDICINE	+0	SLEIGHT OF HAND	+1	
DECEPTION	+3	NATURE	+0	STEALTH	+1	
HISTORY	+0	• PERCEPTION	+2	• SURVIVAL	+2	

RESISTANCES Damage Reduction: 3 B,P,S (non-magic)
SENSES passive Perception 12

LANGUAGES Common, Elvish, Dwarvish, Draconic

ACTIONS ATTACKS 1 INITIATIVE +1 SPEED 30 ft

Long sword

Martial Melee: +5 to hit, range -. Hit: 1d8+3 slashing
 Properties: proficient, versatile (1d10)

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

Wyrminster

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.

SPELLCASTING

DC 13

SPELLS PREPARED/KNOWN

SPELL SLOTS	3	2	1	0	0	0	0	0	0	0
SPELLS USED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

L NAME	CAST	RANGE	DURATION	COMPONENT	TYPE
1 Cure Wounds ^H	1 act	touch	instant	VS	evoc
1 creature is healed 1d8+spell ability modifier ^H +1d8					
1 Divine Favor	1 bon	self	1 min ^{CON}	VS	evoc
weapon attacks deal +1d4 radiant for duration					
1 Shield of Faith	1 bon	60 ft	10 min ^{CON}	VSM	abjur
1 creature, gains +2 AC for spells duration					
1 Thunderous Smite	1 bon	self	1 min ^{CON}	V	evoc
next melee weapon, +2d6 thunder and str save or pushed 10ft and prone; audible 300ft away					
1 Shield ^o	1 react	self	1 rd	VS	abjur
gain +5 AC (including against the triggering attack) and you take no dmg from magic missiles					
1 Unseen Servant ^o	1 act ^R	60 ft	1 hr	VSM	conjur
invisible servant that performs simple tasks, bon to mentally command (see spell)					

RACE: Human

- +1 to all ability scores
- Size: Medium
- Speed: 30ft
- Languages: Common, one additional language

BACKGROUND: Knight

- Region: Konnen 5e
- Feature: Retainers
 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 mundane tasks, but they do not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused.
- Skills: History, Persuasion
- Tools: One type of gaming set
- Languages: One of your choice

CLASS: Paladin

- Armor: All armor, shields
- Weapons: Simple and martial weapons
- Tools: none
- Saves: Wisdom, Charisma
- Skills: Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion
- 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
 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