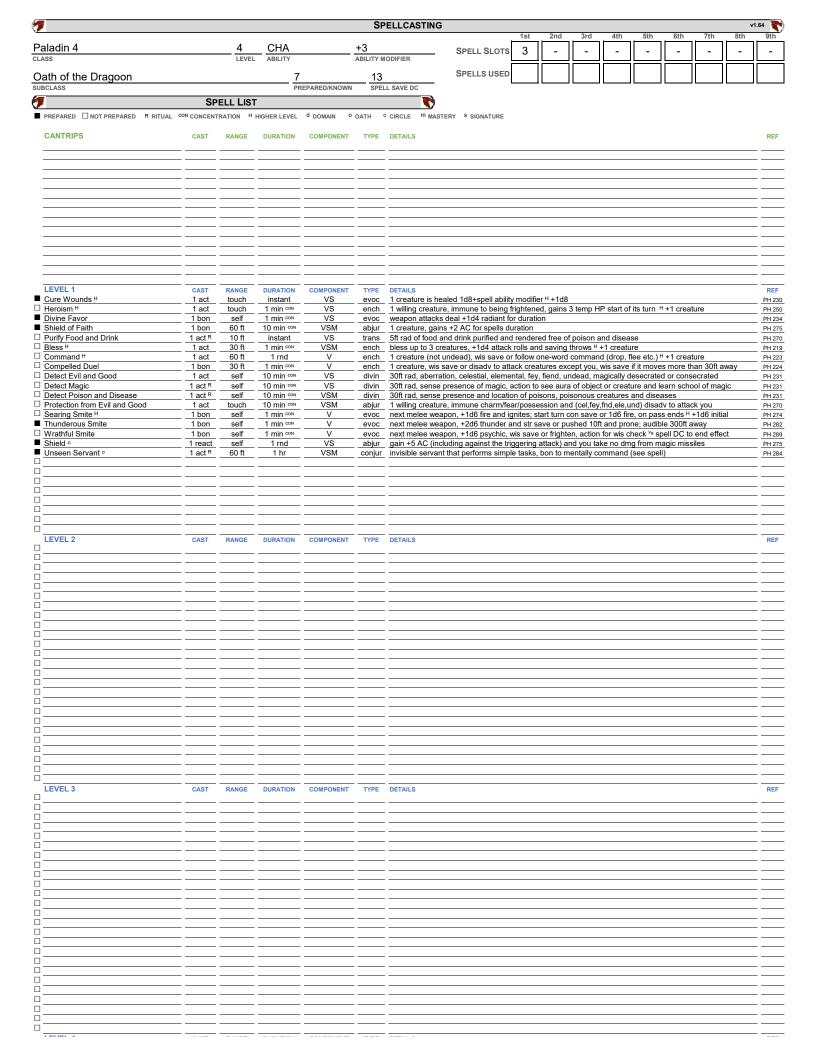


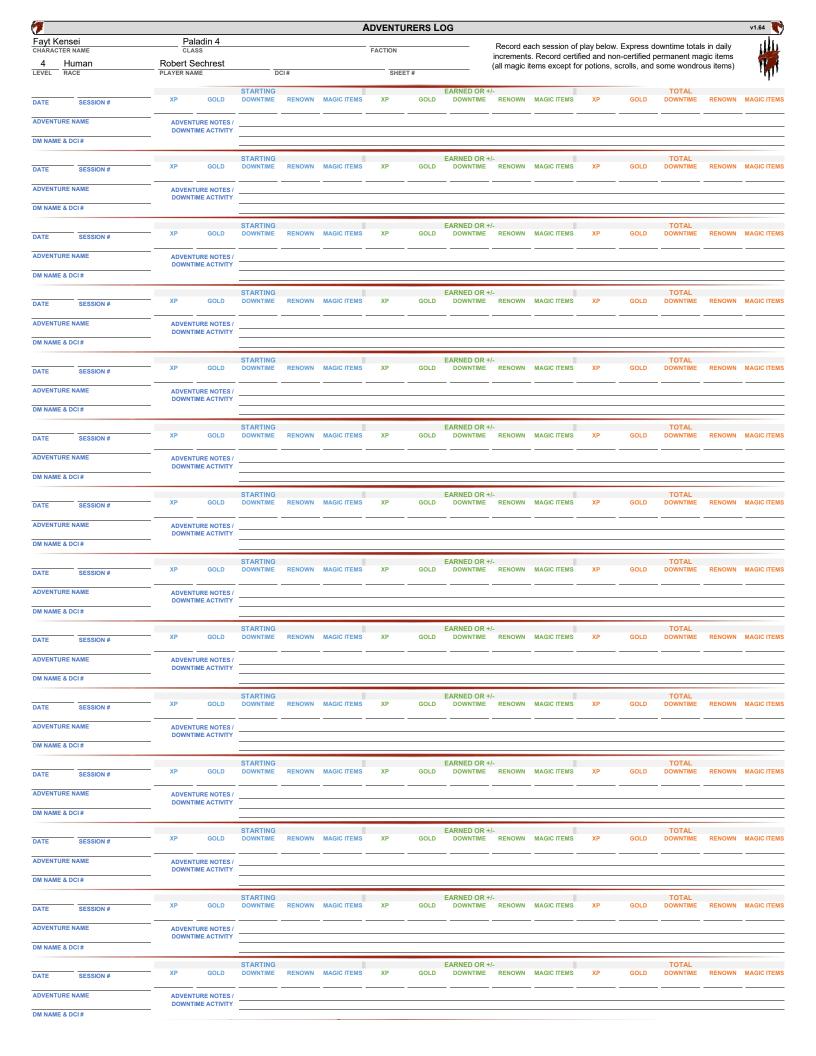
₹ GE	AR			7	RACE, BACKGROUND, CLASS & FEATS V1.64
POSSESSION ON PERSON					RACE: Human
İTEM		QTY	LOCATION	WEIGHT	• +1 to all ability scores
Crossbow Bolts (20)			Belt Pouch	0.1 lb	• Size: Medium
Dragonchess set			Backpack	0.5 lb	Speed: 30ft Languages: Common, one additional language
Holy Symbol: Emblem			Dedu	0.0 lb	.
Clothes, Fine Signet Ring			Body Hand (Left)	6.0 lb	BACKGROUND, KIIIgitt
Scroll of Pedigree			Backpack	0.3 lb	Region: Konnen 5e Feature: Retainers
Coin Purse			Belt	0.1 lb	You have the service of three retainers loval to your family. These retainers can be attendants or
Rations (1 day)				2.0 lb	messengers, and one might be a majordomo. Your retainers are commoners who can perform
Backpack Bedroll			Body Backpack	5.0 lb 7.0 lb	mandane tasks, but they do not light for you, will not follow you into obviously danigorous areas
Mess Kit			Backpack	1.0 lb	(such as dungeons), and will leave if they are frequently endangered or abused. • Skills: History, Persuasion
Torches			Backpack	1.0 lb	
Waterskin			Body	5.0 lb	Languages: One of your choice
Rope, Hempen (50ft)			Backpack Body	10.0 lb	
Dagger			Бойу	1.0 10	CLASS: Paladin • Armor: All armor, shields
					Weapons: Simple and martial weapons
Gem, Lapis Lazuli, 10gp			Belt Pouch	0.0 lb	
Potion of Greater Healing			Backpack	0.5 lb	Saves: Wisdom, Charisma Skills: Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion
Glaive (From Bearded Devil) Key from Fiend		—	Backpack	0.0 lb	
rey non riena					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
					Spelicasting 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)
ATTUNED MAGICAL ITEMS		QTY	LOCATION	WEIGHT	Channel Divinity - One Use between a long or short rest.
Long sword +1	U	1	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
		TO	TAL WEIGHT CARRIED	46.3 lb	beyond that. You can reduce this light to 10ft of dim light with concentration. If you fall unconscious, this
POSSESSION NOT ON PERSON			CARRYING 188 C	OINS (3.8 lb)	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
ITEM		QTY	LOCATION	WEIGHT	
					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) 🎏	PER	SONALITY TRAITS	7	
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CHARACTER PORTRAIT	F	AMILIAR OR ANIMAL COMPANION v1.64
TO CHANGE THIS IMAGE SELECT IT, GO TO THE FORMAT MENU AND CHOOSE CHANGE PICTURE	HP AC SPEED STR SENSES CON SKILLS INT STACKS	TRAITS TRAITS CHARACTER BACKSTORY
EXHAUSTION C	7	ALLIES & ORGANIZATIONS
LEVEL EFFECT (CUMULATIVE) 1 Disadvantage on ability checks	FACTION: RANK: 0	RENOWN:
2 Speed halved 3 Disadvantage on attack rolls and saving throws		
4 Hit point maximum halved 5 Speed reduced to 0		
6 Death Finishing a long rest reduces your exhaustion level by 1,		
provided that you have also ingested some food and drink.		
CONDITIONS Blinded		
You can't see and automatically fails any ability check that requires sight. Attack rolls against you have advantage, and your attack rolls have		.
disadvantage. CHARMED		
The charmer has advantage on any ability check to interact socially with you. You can't attack the charmer or target the charmer with harmful abilities or		
magical effects. DEAFENED		
You can't hear and automatically fail any ability check that requires hearing. FRIGHTENED		
 You have disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. 		
You can't willingly move closer to the source of its fear. GRAPPLED	<u> </u>	ADVENTURE NOTES
Your speed becomes 0, and you can't benefit from any bonus to your speed. The condition ends if the grappler is <i>incapacitated</i> .		
 The condition ends if an effect removes you from the reach of the grappler or grappling effect, such as if you are hurled away by the thunderwave spell. 		
INCAPACITATED • You can't take actions or reactions.		
INVISIBLE • You are impossible to see without the aid of magic or a special sense. For the		
purpose of hiding, you are heavily obscured. Your location can be detected by any noise you make or any tracks you leave.		
 Attack rolls against you have disadvantage, and your attack rolls have advantage. 		
PARALYZED • You are incapacitated and can't move or speak.		
You automatically fail Strength & Dexterity saving throws. Attack rolls against you have advantage. Any attack that hits you is a critical hit if the attacker is within 5ft of you.		<u> </u>
PETRIFIED		.
 You are transformed, along with any nonmagical objects you are wearing or carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease to age. 		
You are incapacitated, unaware of your surroundings and can't move or speak. Attack rolls against you have advantage. You automatically fail Strength & Dexterity saving throws.		
 You have resistance to all damage. You have resistance to all damage. You are immune to poison and disease, although a poison or disease already in 		
your system is suspended, not neutralized. POISONED		
You have disadvantage on attack rolls and ability checks.		
PRONE Your only movement is to crawl, unless you stand up and thus end the condition. You have disadvantage on attack rolls.		
Attack rolls against you have advantage if the attacker is within 5ft of you. Otherwise, the attack roll has disadvantage.		
RESTRAINED Your speed becomes 0, and you can't benefit from any bonus to your speed. Attack calls garingt you have advantage, and your attack calls byte.		
 Attack rolls against you have advantage, and your attack rolls have disadvantage. You have disadvantage on Dexterity saving throws. 		
STUNNED		
You are incapacitated, can't move, and can speak only falteringly. You automatically fail Strength and Dexterity saving throws. Attack rolls against you have advantage.		
UNCONSCIOUS You are incapacitated, unaware of your surroundings and can't move or speak.		
 You are incapacitated, unaware or your surroundings and can't move or speak. You drop whatever you are holding and fall prone. You automatically fail Strength and Dexterity saving throws. 		
Attack rolls against you have advantage. Any attack that hits you is a critical hit if the attacker is within 5ft of you.		
		 -

ADVENTU	RE NOTES v1.64
Wyrmster: Once a day, for one minute with command word can deal 1d6 Lightning Damage	THE NOTES
Vyrmster: Once a day, for one minute with command word can deal 1d6 Lightning Damage. Additionally knows Draconic, and glows when within 120ft of a dragon.	
-17-2016 used 10hp from Healing Pool	
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CHARACTER SUMMARY Fayt Kensei, Paladin 4 (Oath of the Dragoon) Medium humanoid (human), ARMOR CLASS 18 **HIT POINTS** REMAINING CON INT WIS CHA STR DFX **ABILITY SCORES 17** (+3) 10 (+0) 10 (+0) 16 (+3) **12** (+1) **13** (+1) **SAVING THROWS** +3 +1 +0 +2 +5 SKILLS ACROBATICS INSIGHT +2 PERFORMANCE +3 ANIMAL HANDLING INTIMIDATION +5 PERSUASION +0 +3 ARCANA +0 INVESTIGATION +0 RELIGION +0 SLEIGHT OF HAND ATHLETICS +5 MEDICINE +0 +1 DECEPTION +3 NATURE +0 STEALTH HISTORY +0 • PERCEPTION SURVIVAL RESISTANCES Damage Reduction: 3 B,P,S (non-magic) SENSES passive Perception 12 LANGUAGES Common, Elvish, Dwarvish, Draconic ACTIONS 1 INITIATIVE +1 SPEED 30 ft ATTACKS

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

Wyrmster

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	SPELL SLOTS	1 3 -	3 4	5 6 7	8 9	-
PELLS PREPARED/KNOWN	SPELLS USED	ĎГ				
NAME		CAST	RANGE	DURATION (COMPONENT	TYPE
Cure Wounds # 1 creature is healed 1d8+spe	II ability modifier H		touch	instant	VS	evoc
Divine Favor weapon attacks deal +1d4 ra	diant for duration	1 bon	self	1 min con	VS	evoc
Shield of Faith 1 creature, gains +2 AC for s		1 bon	60 ft	10 min con	VSM	abjur
Thunderous Smite next melee weapon, +2d6 thu	inder and str save	1 bon	self	1 min con	V NOft away	evoc
Shield • gain +5 AC (including against		1 react	self	1 rnd	VS	abju
Unseen Servant o invisible servant that perform		1 act R	60 ft	1 hr	VSM	conju

RACE, BACKGROUND, CLASS & FEATS

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

