



# CAPTAIN OF THE GITHYANKI KNIGHTS

Paladin 8 (Oath of Conquest)  
CLASS & LEVEL  
Githyanki  
RACE/ANCESTRY/HERITAGE

36,380  
EXPERIENCE POINTS  
Knight  
BACKGROUND

Matthew Stanton  
PLAYER NAME  
Gen Con XVI (1983)  
CAMPAIGN or PLAYER ID

STR  
**+5**  
20

**+3** PROFICIENCY BONUS

ARMOR CLASS (AC)  
**16**

INITIATIVE  
**+0**

SPEED  
**30 ft.**

DEX  
**+0**  
10

SAVING THROWS  
+5 Strength Saves  
+0 Dexterity Saves  
+2 Constitution Saves  
-1 Intelligence Saves  
+4 Wisdom Saves \*  
+5 Charisma Saves \*  
\* Prof. bonus added



HIT POINTS  
**68**

HIT DICE  
**8d10**

DEATH SAVES: Success O O O Fail O O O

CON  
**+2**  
15

SKILLS  
+0 Acrobatics (Dex)  
+1 Animal Handling (Wis)  
-1 Arcana (Int)  
+5 Athletics (Str)  
+2 Deception (Cha)  
+2 History (Int) \*  
+4 Insight (Wis) \*  
+2 Intimidation (Cha)  
-1 Investigation (Int)  
+1 Medicine (Wis)  
-1 Nature (Int)

WEAPON & UNARMED ATTACKS  
**Extra Attack.** When making an Attack action, you may make two attacks rather than one.

**Maul. Melee Weapon Attack:** +8 to hit, reach 5 ft. Hit: 2d6+5 bludgeoning damage. (Must be used two-handed.)

**Javelin. Melee Weapon Attack:** +8 to hit, reach 5 ft. Hit: 1d6+5 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

INT  
**-1**  
8

+1 Perception (Wis)  
+2 Performance (Cha)  
+5 Persuasion (Cha) \*  
+2 Religion (Int) \*  
+0 Sleight of Hand (Dex)  
+3 Stealth (Dex) \* (Disadv.)  
+1 Survival (Wis)

MAGIC, FEATS & SPECIAL ATTACKS  
**Fighting Style: Great Weapon Fighting.** Reroll 1 or 2 on damage dice with two-handed melee weapons.

WIS  
**+1**  
12

\* Prof. bonus added

EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** chain mail armor (AC 16), maul, five (5) javelins, set of fine clothes, noble house's or faith's banner, writ of service, a purse. (This load is about 136 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 562 gold pieces (gp); 10 silver pieces (sp); 24 copper pieces (cp); 2 gems (worth 50 gp each)

CHA  
**+2**  
14

**11** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, heavy armor, shields  
**Weapons:** simple weapons, martial weapons  
**Tools:** gaming set (Dragonchess)  
**Saving Throws:** Wisdom, Charisma  
**Skills:** History, Insight, Persuasion, Religion, Stealth  
**Languages:** Common, Elvish, Gith, Infernal

## ENCUMBRANCE

**Lifting & Carrying:** 300 lbs. max. carrying capacity; 600 lbs. pushing or dragging (speed -5 ft.); 600 lbs. max. lift.

## FEATURES, TRAITS & MORE

**Alignment: Lawful Evil.** I take what I want up to the maximum allowed by law or loyalty, promoting order and control over others.

### Knight Background [PHB p. 136]

- **Feature:** Retainers.
- **Traits:** Sibling killed by an astral dreadnought. Vigorous manner.
- **Ideal:** Never complain, just work harder.
- **Bond:** Seeks approval from liege.
- **Flaw:** Sees mercy as weakness.

### Githyanki Traits [MotM p. 18]

- **Creature Type:** Humanoid
- **Age:** 29 years old
- **Medium Size** (6' 4", 205 lbs.)
- **Astral Knowledge** (extra proficiencies)
- **Psychic Resilience** (half psychic damage)
- **Githyanki Psionics** (*Mage Hand* cantrip; use either *Jump* or *Misty Step* once betw. long rests, or by using an appropriate spell slot)

### Paladin Class Features [PHB p. 82, XGtE p. 37]

- **Divine Sense** (sense good, evil 3 / day)
- **Lay On Hands** (heal 40 h.p. betw. long rests)
- **Divine Smite** (use 1st level spell slot for +2d8 radiant damage, 2nd level slot for +3d8)
- **Channel Divinity** (conquering presense to 30 feet for Wisdom save or be frightened, or guided strike to gain +10 for one attack)
- **Divine Health** (immune to disease)
- **Aura of Protection** (allies in 10 feet get +2 on saves)
- **Extra Attack** (2/attack)
- **Aura of Conquest** (frightened foes in 10 feet are speed 0 and take 4 psychic damage starting round in range)

## MAGIC SPELLS

### Spellcasting [PHB p. 201]

Spell Attack Modifier +5  
Spell Save DC 13



**Cantrips Known:** No Paladin cantrips

#### Prepared Spells

1st Level (4 slots): *Armor of Agathys*,  
*Command*, *Bless*, *Searing Smite*,  
*Compelled Duel*, *Cure Wounds*

2nd Level (3 slots): *Hold Person*, *Spiritual  
Weapon*, *Magic Weapon*, *Aid*

#### PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

#### ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

#### BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

#### MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

#### REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

#### FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.