



# Kyra the Knight Tyrant

Class: Paladin (level 4)  
 Race: Half Elf  
 Languages: Common, Elvish, Dwarvish  
 Alignment: Lawful Neutral  
 Background: Mercenary

Max HP: 28  
 Hit Dice: 4d10  
 Armor Class: 18 (Chain Mail)  
 Speed: 30 ft.  
 Initiative: +2  
 Passive Perception: 11  
 Passive Investigation: 10  
 Passive Insight: 13  
 Darkvision: 60 feet  
 Immune: Disease

**Proficiencies** (Bonus +2)  
 - All Armor + Shields  
 - All Weapons  
 - Land Vehicles  
 - Chess Set

SKILLS	MODIFIER
Acrobatics (DEX)	+2
Animal Handling (WIS)	+1
Arcana (INT)	+0
<b>Athletics (STR)</b>	<b>+4</b>
Deception (CHA)	+3
History (INT)	+0
<b>Insight (WIS)</b>	<b>+3</b>
Intimidation (CHA)	+3
Investigation (INT)	+0
Medicine (WIS)	+1
Nature (INT)	+0
Perception (WIS)	+1
Performance (CHA)	+3
<b>Persuasion (CHA)</b>	<b>+5</b>
<b>Religion (INT)</b>	<b>+2</b>
Sleight of Hand (DEX)	+2
Stealth (DEX)	+2
Survival (WIS)	+1

STATS	SCORE	MODIFIER	SAVE
Strength	14	+2	+2
Dexterity	14	+2	+2
Constitution	11	+0	+0
Intelligence	11	+0	+0
<b>Wisdom</b>	12	+1	+3
<b>Charisma</b>	16	+3	+5

A devout member of the Red Fellowship, Kyra serves the Red Knight by traveling within martial circles to educate lord commanders and knights in the arts of strategy and tactics. Many warlords refuse wandering Knight Tyrants of the Red Fellowship, but those who see the wisdom of the Red Knight's teachings often turn to worship the deity and grow the faith.

ATTACKS	HIT	DAMAGE	NOTES
Longsword	+4	1d8+4 slashing	1d10+2 if used 2-handed
Handaxe	+4	1d4+4 piercing	Light, Thrown (20/60 ft.)
Shield		Knock Prone or Push 5 ft. away	Roll your Athletics vs. target's Athletics or Acrobatics
Unarmed	+4	3 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
3 Spell Slots (LEVEL 1)	+2	+5	13

**Shield Master:** When you attack, you can use a bonus action to try and shove a creature within 5 ft. with your shield. Additionally, if an effect targeting you allows half damage on a successful roll, you can use your reaction to take no damage. Furthermore, you can add your shield's +2 AC bonus to any DEX saving throw you make against effects that target only you.

**Dueling:** Deal +2 damage when wielding only a weapon in one hand (included above).

**Channel Divinity:** You can use one Channel Divinity option once per short rest.

- **Conquering Presence:** As an action, force chosen creatures within 30 ft. to make a DC 13 WIS saving throw or they become frightened for 1 min. Creatures can repeat the saving throw at the end of each of its turns.
- **Guided Strike:** When you make an attack roll, you can gain a +10 bonus.

**Divine Sense:** As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, or undead within 60 ft. that is not behind total cover. You can use this 4 times before a long rest.

**Divine Smite:** When you hit with a melee weapon attack, you can expend 1 spell slot to deal 2d8 extra radiant damage to the target and an extra 1d8 against undead or fiends.

**Lay on Hands:** You have a pool of healing power that can restore 20 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Chain Mail:** Your heavy armor imposes disadvantage on Stealth rolls.

**Mercenary Veteran:** You can identify mercenary companies and can find the taverns where mercenaries abide in any area as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle.

**Spellcasting:** You can cast 3 spells (other than those noted At Will), and your spell slots are refreshed upon a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Fire Bolt (At Will)	120 ft.	+2	You hurl a mote of fire at a target. Make a ranged spell attack against the target. On a hit, it takes 1d10 fire damage. A flammable object that isn't worn or carried also ignites.
Armor of Agathys	Self	-	A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary HP for 1 hour. If a creature hits you with a melee attack while you have these HP, the creature takes 5 cold damage.
Command	60 ft.	WIS 13	You speak a one-word command to a creature you can see in range which must succeed on a DC 13 WIS saving throw or follow the command on its next turn. The spell has no effect if the target is undead, doesn't understand your language, or if your command is directly harmful to it. Examples are approach, drop, flee, grovel, halt, etc.
Compelled Duel (Concentration)	30 ft.	WIS 13	You attempt to compel a creature into a duel. The target must take a DC 13 WIS saving throw or it is drawn to you. For 1 min., the target has disadvantage on attack rolls against creatures other than you and must take a WIS saving throw each time it attempts to move more than 30 ft. away from you. If it succeeds this saving throw, the spell doesn't restrict the target's movement for that turn. The spell ends if you attack or cast a spell targeting any other creature, if an ally damages or casts a harmful spell on the target, or if you end your turn more than 50 ft. away from the target.
Searing Smite (Concentration)	Self	CON 13	The next time you hit a creature with a melee attack for the next minute, your weapon deals an extra 1d6 fire damage and causes the target to ignite in flames. At the start of each of its turns for 1 minute, the target must make a DC 13 CON saving throw, suffering 1d6 on a failed save. On a successful save, the spell ends. If the target or a creature within 5 ft. of the target uses an action to put out the flames, the spell ends.