

Middle Aged Adult Assimar
Lawful Good
Level 7 Paladin Oath Of
Devotion

Pronouns - he/him
Occupations - Crusader
Armor Class - 22
Hit Points -
71 (TODO Hitdice)
Speed - 30.

STR 17 (+4) DEX 13 (+2) CON 16 (+3) INT 12 (+1) WIS 17 (+4)

CHA
19
(+5)

"Aasimar Abilities"=> [{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Celestial Resistance"=>"You have resistance to necrotic damage and radiant damage", "Healing Hands"=>"As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest", "Light Bearer"=>"You know the Light cantrip. Charisma is your spellcasting ability for it."}], "Protector Abilities"=> [{"Radiant Soul"=>"you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level"}], "Paladin Abilities"=> [{"Divine Sense"=>"Can focus awareness to know the location and type of any celestial, fiend or undead within 200 feet not behind total cover. Can detect any place of object that has been consecrated or desecrated within the same radius. Can use this ability x per long rest", "Lay on Hands"=>"Can touch another creature to heal up to xHP per long rest. Or can 5HP to cure a disease or poison affecting it.", "Fighting Style"=>"Protection - Can

Express *Hold*
By t

Introduction

Middle Aged Adult Assimar
Lawful Good
Level 7 Paladin Oath Of Devotion


Pronouns - he/him
Occupations - Crusader
Armor Class - 22
Hit Points - 71 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
17	13	16	12	17	19
(+4)	(+2)	(+3)	(+1)	(+4)	(+5)

"(Asimar Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Celestial Resistance"=>"You have resistance to necrotic damage and radiant damage", "Healing Hands"=>"As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest", "Light Bearer"=>"You know the Light catnip. Charisma is your spellcasting ability for it.", "Protector Abilities"=>[{"Radiant Soul"=>"you can use your action to unleash the divine energy within yourself, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level"}], "Paladin Abilities"=>[{"Divine Sense"=>"Can focus awareness to know the location and type of any celestial, fiend or undead within 200 feet not behind total cover. Can detect any place of object that has been consecrated or desecrated within the same radius. Can use this ability x per long rest", "Lay on Hands"=>"Can touch another creature to heal up to xHP per long rest. Or can SHP to cure a disease or poison affecting it.", "Fighting Style"=>"Protection - Can impose disadvantage on attacks against other

2500 x 323

Image Dumps

500 x 3235


D

ge Dummy

creatures with 5 feet", "Divine Smite"=>"Melee weapon attacks deal an additional 5d8 radiant damage, or 6d8 versus undead or fiends", "Divine Health"=>"Immune to disease", "Extra Attack"=>"Can take and extra attack action each turn", "Aura of Protection"=>"When he or friendly creatures within 30 feet must make a saving throw, they get a +5 bonus to their roll", "Spellcasting"=>[{"Description"=>"DC 16", "1st Level"=>"Bless, Command, Divine Favor, Cure Wounds", "2nd Level"=>"Branding Smite, Lesser Restoration, Magic Weapon"}]], "Oath of Devotion Abilities"=>[{"Sacred Weapon"=>"As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to Attack Rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the Duration", "Turn the Unholy"=>"As an action, you present your holy Symbol and speak a prayer censuring Fiends and Undead, using your Channel Divinity. Each fiend or Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage", "Aura of Devotion"=>"you and friendly creatures within 10 feet of you can't be Charmed while you are conscious"]}]

Proficiencies -
Proficiency Mod - +3

Languages - Common Celestial
Adjectives - Proud,

Special Abilities -

Special Equipment -

Combat Tactics
Divine Smite with his Great Sword

Actions -

Factions

Role:

Introduction

He may approach a party to gain their aid in defeating some great evil. Or they may find him in mid-battle

Appearance

He stand over 7' tall with long golden hair, pupiless, azure eyes and opalescent skin. He wears full shining plate and carries a great sword

Expressions

Hold Evil Doer!

By the Lords of Light!

Mannerisms

Stands stoically, with little expression on his face. His gaze is frighteningly focused.

Motivations

To curry the favor of his lawful good patron gods and smite evil wherever it resides

Passions

Justice!!!

Secrets

The divine plan for his life.

impose disadvantage on attacks against other creatures with 5 feet", "Divine Smite"=>"Melee weapon attacks deal an additional 5d8 radiant damage, or 6d8 versus undead or fiends", "Divine Health"=>"Immune to disease", "Extra Attack"=>"Can take and extra attack action each turn", "Aura of Protection"=>"When he or friendly creatures within 30 feet must make a saving throw, they get a +5 bonus to their roll", "Spellcasting"=>[{"Description"=>"DC 16", "1st Level"=>"Bless, Command, Divine Favor, Cure Wounds", "2nd Level"=>"Branding Smite, Lesser Restoration, Magic Weapon"}]], "Oath of Devotion Abilities"=>[{"Sacred Weapon"=>"As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to Attack Rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the Duration", "Turn the Unholy"=>"As an action, you present your holy Symbol and speak a prayer censuring Fiends and Undead, using your Channel Divinity. Each fiend or Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage", "Aura of Devotion"=>"you and friendly creatures within 10 feet of you can't be Charmed while you are conscious"]}]

Proficiencies -

Languages - Common Celestial
Adjectives - Proud,

Special Abilities -

Special Equipment -

Combat Tactics
Divine Smite with his Great Sword

Actions -

Factions

Role:

Light!

Mannerisms

Stands stoically, with little expression on his face. His gaze is frighteningly focused.

Motivations

To curry the favor of his lawful good patron gods and smite evil wherever it resides

Passions

Justice!!!

Secrets

The divine plan for his life.