

[Previous](#)[Next](#)

the phantom

2500 x 3235
↔ ↕

Image Dummy

The Phantom

The Phantom

Middle Aged Adult Dragonborn

Lawful Good

Level 19/20 Cleric/Paladin Grave Domain/Oath of Redemption

Pronouns -

he/him

Occupations -

Boss Monster Hunter

Armor Class -

25

Hit Points -

212 (TODO Hitdice)

Speed -

30 walking, 30 flying.

STR

20 (+5)

DEX

22 (+6)

CON

18 (+4)

INT

17 (+4)

WIS

26 (+8)

CHA

20 (+5)

Saving Throws -

Skills -

{"Dragonborn Abilities"=>[{"Draconic Ancestry"=>"He is decended from Crystal Dragons but is also a Revenant"}, {"Breath Weapon"=>"Is capable of using either of his breathe weapons once per short rest. Either a 5'x30' Line requiring a (Dex Save DC18) of Radiant or a 15' Cone (Con Save DC18) of Necrotic Energy. On a failed save from his radiant breath the victim is blinded for 1d6 rounds"}, {"Damage Resistance"=>"Immune to Radiant damage and Resistance to Necrotic damage"}, {"Psionic Mind"=>"Can telepathically speak to any creature within 30 feet"}, {"Gem Flight"=>"Once per long rest as a bonus action can summon crystal wings for 1 minute that allow him to fly or hover in place"}]}

{"Revenant Abilities"=>[{"Relentless Nature"=>["Regains 1HP at the beginning of each turn if below half maximum HP", "If he dies, he returns to life 24hrs after death. If his body is destroyed he will reform within 1 mile of where he was killed. Equipment destroyed is not regained", "Knows the distance and direction between him and the creature involved in his goal unless they are on another plane"]}]}

{"Cleric Abilities"=>[{"Spellcasting"=>"DC22", "Cantrips"=>"Guidance, Light, Resistance, Sacred Flame, Thaumaturgy", "1st Level"=>"Healing Word, Command, Bless, Inflict Wounds", "2nd Level"=>"Lesser Restoration, Blindness/Deafness, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Speak with Dead, Dispel Magic", "4th Level"=>"Banishment, Locate Creature, Divination", "5th Level"=>"Hallow, Greater Restoration, Dispel Evil", "6th Level"=>"Heal, True Seeing", "7th Level"=>"Divine Word, Resurrection", "8th Level"=>"Anti-magic Field", "9th Level"=>"Mass Heal"}, {"Channel Divinity"=>"Turn Undead, Destroy Undead, Path to the Grave"}, {"Divine Intervention"=>"Can call her patron to intervene on her behalf"}]}

{"Grave Domain Abilities"=>[{"Circle of Mortality"=>"When rolling to restore hit points with a spell to creatue with 0hp,

they gain the maximum hit point possible for the spell. Can cast the Spare the Dying cantrip"}, {"Eyes of the Grave"=>"Can magically detect undead within 60' eight times per long rest."}, {"Path to the Grave"=>"Can curse one creature within 30\'". The next time an ally hits the cursed target with an attack, the target has vulnerability to all of that attack's damage,"}, {"Sentinel at Deaths Door"=>"6 times per long rest, can use a reaction to cancel a critial hit on an ally within 30\'"}, {"Potent Spellcaster"=>"All cleric cantrips cause an extra 8 damage"}, {"Keeper of Souls"=>"Once per turn, when an enemy within 30' dies, he or an ally of his choice within 30' regains hit point equal to the enemy's hit dice"}, {"Spellcasting"=>nil, "Cantrips"=>"Toll The Dead", "1st Level"=>"Bane, False Life", "3rd Level"=>"Gentle Repose, Ray of Enfeeblement", "5th Level"=>"Revivify, Vampiric Touch", "7th Level"=>"Blight, Death Ward", "9th Level"=>"Antilife Shell, Raise Dead"}} {"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 desicrated within the same radius. Can use this ability 5x per long rest"}, {"Lay on Hands"=>"Can touch another creature to heal up to 100HP per long rest. Or can 5HP to cure a disease or poison affecting it."}, {"Fighting Style"=>"Protection - Can impose disadvantage on attacks again 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"}, {"Aura of Courage"=>"He and friendly creatures within 30 feet can't be frightened while he is conscious"}, {"Cleansing Touch"=>"5x per long rest can use an action to touch a creature to end one spell on himself or a willing creature he touches"}, {"Spellcasting"=>"DC19", "1st Level"=>"Bless, Command, Cure Wounds, Shield of Faith", "2nd Level"=>"Aid, Branding Smite, Zone of Truth", "3rd Level"=>"Magic Circle, Revivify, Remove Curse", "4th Level"=>"Banishment, Locate Creature", "5th Level"=>"Dispel Evil and Good, Raise Dead"}} {"Oath of Redemption Abilities"=>[{"Spellcasting"=>nil, "3rd Level"=>"Sanctuary, Sleep", "5th Level"=>"Calm Emotions, Hold Person", "9th Level"=>"Counterspell, Hypnotic Pattern", "13th Level"=>"Resilient Sphere, Stoneskin", "17th Level"=>"Hold Monster, Wall of Force"}, {"Channel Divinity"=>[{"Emissary of Peace"=>"As a bonus action can grant himself a +5 bonus to Persuasion checks for 10 minutes"}, {"Rebuke the Violent"=>"After an attacker within 30 feet of him deals damage to with an attack against another creature, can force it to make a Wisdom save, on a failed save the attacking creature takes radiant damage equal to the damage it dealt or half that much on a successful save"}}}, {"Aura of the Guardian"=>"When a creature within 30 feet takes damage, can use a reation to take that damage instead"}, {"Protective Spirit"=>"Regains 1d6+10 HP each turn if that turn ends with fewer than half his hit pionts remaining if not incapacitated"}, {"Emissary of Redemption"=>"Has resistance to all damage by other creatures. If a creature damages him it takes radiant damage equal to half the amount it dealt. This effect ends if he attacks, casts a spell on or damages that creature in any way until after a long rest"}}}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Draconic Infernal Celestial Abyssal

Adjectives -

Calm, Driven, Reverant,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Dead Hunters

Role: *Founder and Leader*

2500 x 3235
↔ ↕

Image Dummy

Roleplaying

Introduction

With an etherial crystal sheen to his scales and full plate, his glowing sword pierces the vampire looming over the girl

Appearance

Tall and broad, etherial crystal scales and full plate that matches, with wise, weathered and scarred draconic features

Expressions

We are sworn to hold back the night

Our cabal could use someone of your ilk

Peace be upon you children

Mannerisms

Has a weary air about him

Motivations

exterminating the undead and protecting the innocent

Passions

Peace

Secrets

The fact that he's a revenant is a tightly kept secret

The Phantom

Middle Aged Adult Dragonborn
Lawful Good
Level 19/20 Cleric/Paladin Grave Domain/Oath of Redemption

Pronouns -

he/him

Occupations -

Boss Monster Hunter

Armor Class -

25

Hit Points -

212 (TODO Hitdice)

Speed -

30 walking, 30 flying.

STR

20 (+5)

DEX

22 (+6)

CON

18 (+4)

INT

17 (+4)

WIS

26 (+8)

CHA

20 (+5)

Saving Throws -

Saving Throws -

Skills -

{"Dragonborn Abilities"=>[{"Draconic Ancestry"=>"He is descended from Crystal Dragons but is also a Revenant"}, {"Breath Weapon"=>"Is capable of using either of his breathe weapons once per short rest. Either a 5'x30' Line requiring a (Dex Save DC18) of Radiant or a 15' Cone (Con Save DC18) of Necrotic Energy. On a failed save from his radiant breath the victim is blinded for 1d6 rounds"}, {"Damage Resistance"=>"Immune to Radiant damage and Resistance to Necrotic damage"}, {"Psionic Mind"=>"Can telepathically speak to any creature within 30 feet"}, {"Gem Flight"=>"Once per long rest as a bonus action can summon crystal wings for 1 minute that allow him to fly or hover in place"}]}

{"Revenant Abilities"=>[{"Relentless Nature"=>"Regains 1HP at the beginning of each turn if below half maximum HP", "If he dies, he returns to life 24hrs after death. If his body is destroyed he will reform within 1 mile of where he was killed. Equipment destroyed is not regained", "Knows the distance and direction between him and the creature involved in his goal unless they are on another plane"}]}

{"Cleric Abilities"=>[{"Spellcasting"=>"DC22", "Cantrips"=>"Guidance, Light, Resistance, Sacred Flame, Thaumaturgy", "1st Level"=>"Healing Word, Command, Bless, Inflict Wounds", "2nd Level"=>"Lesser Restoration, Blindness/Deafness, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Speak with Dead, Dispel Magic", "4th Level"=>"Banishment, Locate Creature, Divination", "5th Level"=>"Hallow, Greater Restoration, Dispel Evil", "6th Level"=>"Heal, True Seeing", "7th Level"=>"Divine Word, Resurrection", "8th Level"=>"Anti-magic Field", "9th Level"=>"Mass Heal"}, {"Channel Divinity"=>"Turn Undead, Destroy Undead, Path to the Grave"}, {"Divine Intervention"=>"Can call her patron to intervene on her behalf"}]}

{"Grave Domain Abilities"=>[{"Circle of Mortality"=>"When rolling to restore hit points with a spell to creatue with 0hp, they gain the maximum hit point possible for the spell. Can cast the Spare the Dying cantrip"}, {"Eyes of the Grave"=>"Can magically detect undead within 60' eight times per long rest."}, {"Path to the Grave"=>"Can curse one creature within 30'". The next time an ally hits the cursed target with an attack, the target has vulnerability to all of that attack's damage,"}, {"Sentinel at Deaths Door"=>"6 times per long rest, can use a reaction to cancel a critial hit on an ally within 30'"}, {"Potent Spellcaster"=>"All cleric cantrips cause an extra 8 damage"}, {"Keeper of Souls"=>"Once per turn, when an enemy within 30' dies, he or an ally of his choice within 30' regains hit point equal to the enemy's hit dice"}, {"Spellcasting"=>nil, "Cantrips"=>"Toll The Dead", "1st Level"=>"Bane, False Life", "3rd Level"=>"Gentle Repose, Ray of Enfeeblement", "5th Level"=>"Revivify, Vampiric Touch", "7th Level"=>"Blight, Death Ward", "9th Level"=>"Antilife Shell, Raise Dead"}]}

{"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 desicrated within the same radius. Can use this ability 5x per long rest"}, {"Lay on Hands"=>"Can touch another creature to heal up to 100HP per long rest. Or can 5HP to cure a disease or poison affecting it."}, {"Fighting Style"=>"Protection - Can impose disadvantage on attacks again 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"}, {"Aura of Courage"=>"He and friendly creatures within 30 feet can't be frightened while he is conscious"}, {"Cleansing Touch"=>"5x per long rest can use an action to touch a creature to end one spell on himself or a willing creature he touches"}, {"Spellcasting"=>"DC19", "1st Level"=>"Bless, Command, Cure Wounds, Shield of Faith", "2nd Level"=>"Aid, Branding Smite, Zone of Truth", "3rd Level"=>"Magic Circle, Revivify, Remove Curse", "4th Level"=>"Banishment, Locate Creature", "5th Level"=>"Dispel Evil and Good, Raise Dead"}]}

{"Oath of Redemption Abilities"=>[{"Spellcasting"=>nil, "3rd Level"=>"Sanctuary, Sleep", "5th Level"=>"Calm Emotions, Hold Person", "9th Level"=>"Counterspell, Hypnotic Pattern", "13th Level"=>"Resilient Sphere, Stoneskin", "17th Level"=>"Hold Monster, Wall of Force"}, {"Channel Divinity"=>[{"Emissary of Peace"=>"As a bonus action can grant

himself a +5 bonus to Persuasion checks for 10 minutes"}, {"Rebuke the Violent"=>"After an attacker within 30 feet of him deals damage to with an attack against another creature, can force it to make a Wisdom save, on a failed save the attacking creature takes radiant damage equal to the damage it dealt or half that much on a successful save"}}}, {"Aura of the Guardian"=>"When a creature within 30 feet takes damage, can use a reation to take that damage instead"}, {"Protective Spirit"=>"Regains 1d6+10 HP each turn if that turn ends with fewer than half his hit pionts remaining if not incapacitated"}, {"Emissary of Redemption"=>"Has resistance to all damage by other creatures. If a creature damages him it takes radiant damage equal to half the amount it dealt. This effect ends if he attacks, casts a spell on or damages that creature in any way until after a long rest"}}

Proficiencies -

Languages -

Common Draconic Infernal Celestial Abyssal

Adjectives -

Calm, Driven, Reverant,



Special Abilities

-
-
-
-

Special Equipment

-
-
-
-
-
-
-
-
-
-
-

Combat Tactics

Will do whatever he possibly can not to fight unless facing undead or fiends. If his hand is forced its going to get ugly fast for whoever forced it

Actions

-

Factions

The Dead Hunters

Role: *Founder and Leader*

Roleplaying

Introduction

With an etherial crystal sheen to his scales and full plate, his glowing sword pierces the vampire looming over the girl

Appearance

Tall and broad, etherial crystal scales and full plate that matches, with wise, weathered and scarred draconic features

Expressions

We are sworn to hold back the night

Our cabal could use someone of your ilk

Peace be upon you children

Mannerisms

Has a weary air about him

Motivations

exterminating the undead and protecting the innocent

Passions

Peace

Secrets

The fact that he's a revenant is a tightly kept secret

Background Story

The Phantom was once a priest named Adrenthis of Yanto. He specialized in hunting and tracking fiends and the undead. Unfortunately for him, he ran afoul of a Banelich, far beyond his ability to combat and was slain. Fortunately for him, the gods of good saw him as a useful tool and returned him to a semblance of life. He bacame a revenant tasked with hunting down the being that killed him. He has run up against the Banelich several times, coming up short each time. In his continued quest to destroy his killer, he founded a clandestine organization of sort that he calls The Dead Hunters. In between attempts on the Banelich that haunts him, he and his group have continued on wih his previous calling of ridding the world of fiends and undead abominations. They work out of a small private abbey in the foothills and but are able to travel quickly throughout the continent via both mounts, vehicle or if speed is of the essence, teleportation.