

YSYFAR BROHN

middle aged adult tiefling
neutral evil
Level 5 paladin

Pronouns: he/him
Occupations:
Martial of Religious Order
Armor Class 17
Hit Points 52 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
16	11	15	14	16
(+3)	(+1)	(+3)	(+2)	(+3)

CHA

18
(+4)

Saving Throws
TODO Saving Throws
Skills Intimidation; Persuasion;

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses

Languages
Tiefling Common Undercommon
Dwarven Drow ,
Adjectives ,

Special Abilities

- Divine Smite | Hellish Rebuke
Darkness | Extra Attack |
Spells: 1 - 4; 2 - 2;

Special Equipment

Combat Tactics

Yasyfar is a brave and skilled opponent. He will dive headlong into combat with his great sword and alternate between spells that buff his damage and those that manipulate the environment and opponents' capacity for battle. He will use Armor of Agathys and Spiritual Weapon frequently to ensure his success.

Actions

Great Sword

Factions

ROLEPLAYING

Introduction

A handsome Tiefling sits piously in front of ominous statues that seem to

Cell3

Crimson skinned with curled black horns and long, flowing indigo hair. Wears scale mail and robes of a dark clergy.

"No business of yours", "The dark shall rise", "Commoner Psh. Filth, I say. Kenaan will away with 'em. In time."

Hands behind back; Often holding forth his holy symbol, an obsidian wyrm coiled and ready to strike. Quietly pray

Seeks to advance the nihilism that characterizes his Religion, believing that complete destruction is the only solution.

**Combat. Weapons. Kenaan.
Nihilism.**

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ROLEPLAYING

A handsome Tiefling sits piously in front of ominous statuettes. He grimaces and calls out "fish out of water. I see".

Crimson skinned with curled black horns and long, flowing indigo hair. Wears scale mail and robes of a dark clergy.

Image Dummy

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Image Dummy

Special Abilities

- Divine Smite | Hellish Rebuke | Darkness | Extra Attack
Spells: 1 - 4; 2 - 2;

Special Equipment

Combat Tactics

Yasyfar is a brave and skilled opponent. He will dive headfirst into combat with his greatsword and alternate between spellcasting to buff his damage and those of his allies and manipulate the environment to his opponents' capacity for knowledge. He will use Armor of Agathys and Spiritual Weapon frequently to ensure his success.

Actions

Great Sword

Factions

Expressions

"No business of yours", "The dark shall rise", "Commoners. Psh. Filth, I say. Kenaan will do away with 'em. In time."

Mannerisms

Hands behind back; Often holding forth his holy symbol - an obsidian wyrm coiled and ready to strike. Quietly prays.

Motivations

Seeks to advance the nihilism that characterizes his Religion, believing that complete destruction is the only solution.

Passions

Combat. Weapons. Kenaan. Nihilism.

Secrets

BACKGROUND STORY

A war erupted in the recent past in the Fhinnengaal Range [expansive mountain range] between Mountain Dwarves and Drow battling for control over myriad passages and veins of ore contained in the region. This war disturbed more than the populations of Mountain Dwarves and Drow. Ongoing skirmishes spilled over into Tiefling villages nestled within the cave entrances to the Fhinnengal Range.

Neither population were aware that these Tieflings practiced the Religion of Kenaan [or another Tiefling God of Destruction], whose nihilistic followers only became more fervent in their belief that the destruction of the Realm is the only cure for the madness infecting the other races and peoples. Ysyfar was born and raised in this culture and inculcated with their deep religious beliefs and rituals that centered on eradicating not just the peoples of the realm, but the realm itself.

He gained popularity among his people for his religious services that provided vicious and scathing diatribes condemning the other races. As the war spilled over into surrounding villages, Ysyfar proudly organized forces to defend his people. This religious paramilitary group gradually grew into an offensive force and Ysyfar was granted leadership as Marquis of Kenaan.

With an entourage of soldiers of his order, this devoutly faithful warrior travels the region visiting temples of various deities to evaluate their role in the wars that characterize the races. He is very calculated in these 'visits', aware that he and his Order, while not well known, are not accepted or desired among the other communities of the region. Often found in deep prayer at the entrance to a temple or to a statuette of a deity acceptable to Kenaan, Ysyfar will rarely compromise his maleficent pilgrimage and instead do everything possible to keep himself and his entourage appearing as peaceful pilgrims from a respectable Order.

PERSONALITY

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