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the phantom

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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

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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*

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Roleplaying

Introduction

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

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exterminating the undead and protecting the innocent

Passions

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

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Special Abilities

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Special Equipment

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Combat Tactics

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-

Factions

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Role: *Founder and Leader*

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Secrets

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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.