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ysyfar brohn

2500 x 3235
↔ ↕

Image Dummy

Ysyfar Brohn

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middle aged adult Tiefling

Neutral Evil

Level 7 Paladin Oath of Vengeance

Pronouns -

he/him

Occupations -

Martial of Religious Order

Armor Class -

17

Hit Points -

52 (TODO Hitdice)

Speed -

30.

STR

16 (+3)

DEX

11 (+1)

CON

15 (+3)

INT

14 (+2)

WIS

16 (+3)

CHA

18 (+4)

Saving Throws -

Skills -

{"Tiefling Abilities"=>[{"Darkvision"=>"You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray"}, {"Hellish Resistance"=>"You have Resistance to fire damage"}, {"Asmodeal Legacy"=>"You know the Thaumaturgy cantrip. When you reach 3rd Level, you can cast the Hellish Rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th Level, you can cast the Darkness spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your Spellcasting Ability for these Spells"}]}

{"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 5 per long rest"}, {"Lay on Hands"=>"Can touch another creature to heal up to 35HP per long rest. Or can 5HP to cure a disease or poison affecting it."}, {"Fighting Style"=>"Great Weapon Fighting - When you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the Two-Handed or Versatile property for you to gain this benefit."}, {"Divine Smite"=>"when you hit a creature with a melee weapon Attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each Spell Level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an Undead or a fiend."}, {"Divine Health"=>"Immune to disease"}, {"Extra Attack"=>"Can take and extra attack action each turn"}, {"Aura of Protection"=>"When he or friendly creatures within 10 feet must make a saving throw, they get a +x bonus to their roll"}, {"Spellcasting"=>"Spell DC 15", "1st Level"=>"Searing Smite, Thunderous Smite, Wrathful Smite,

Detect Good and Evil", "2nd Level"=>"Branding Smite, Find Steed, Warding Bond"}}}
{ "Oath of Vengeance Abilities"=>[{ "Channel Divinity"=>[{ "Abjure Enemy"=>"As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. - On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. - On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage."}, {"Vow of Enmity"=>"As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious."}], {"Relentless Avenger"=>"your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks."}, {"Spellcasting"=>"Spell DC 15", "1st Level"=>"Bane, Hunter's Mark", "2nd Level"=>"Hold Person, Misty Step"}}}

Proficiencies -

Proficiency Mod -

+3

Languages -

Infernal Common Undercommon Dwarvish Drow

Adjectives -

Bigoted, Deceitful, Cunning,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Order of Kenaan [God of Destruction]

Role:

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Roleplaying

Introduction

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

Appearance

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

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

N/A

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Proficiencies -

Languages -

Infernal Common Undercommon Dwarvish Drow

Adjectives -

Bigoted, Deceitful, Cunning,

Special Abilities

-
-

Special Equipment

-
-
-

Combat Tactics

Yasyfar is a brave and skilled opponent. He will dive headlong into combat with hid great sword and alternate between spells that buff his damage and those that manipulate the environment and opponents' capacity for battle.

Actions

-

Factions

The Order of Kenaan [God of Destruction]

Role:

Roleplaying

Introduction

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Motivations

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Passions

Combat. Weapons. Kenaan. Nihilism.

Secrets

N/A

Background Story

A war erupted in the recent past in the Fhinnenqaal Range [expansive mountain range] between Mountain Dwarves and Drow battling for control over the 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 Tiedfling villages nestled within the cave entrances to the Fhinnengal Range. Neither population were aware that these Tiedflings praised Kenaan [or another Tiedfling 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 Martial 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 nor 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.