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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 -

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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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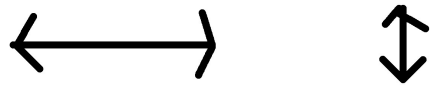


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Roleplaying

Introduction

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

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

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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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-

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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.