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nothuriel oathbreaker

**2500 x 3235**  
↔ ↕

Image Dummy

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## Nothuriel Oathbreaker

**middle aged adult Aasimar**

**Chaotic Evil**

**Level 20 Paladin Oathbreaker**

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**Pronouns -**

she/her

**Occupations -**

Dreadlord

**Armor Class -**

24

**Hit Points -**

193 (TODO Hitdice)

**Speed -**

30.

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**STR**

22 (+6)

**DEX**

19 (+5)

**CON**

18 (+4)

**INT**

21 (+6)

**WIS**

16 (+3)

**CHA**

25 (+8)

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**Saving Throws -**

**Skills -**

{ "Aasimar Abilities"=>[ { "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Celestial Resistance"=>"Resistance to Necrotic and Radiant Damage", "Hurting Hands"=>"Once per longrest, can touch a creature and cause it to lose 5HP", "Dark Bearer"=>"Can cast the Darkness spell using Charisma as spellcasting ability", "Necrotic Shroud"=>[ { "Description"=>"you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 21) or become frightened of you until the end of your next turn.", "Additional Information"=>["Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level (20).", "Once you use this trait, you can't use it again until you finish a long rest." ] } ], "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 7 times 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"=>"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"=>"Melee weapon attacks deal an additional 5d8 radiant damage, or 6d8 versus undead or fiends", "Divine Health"=>"Immune to disease", "Extra Attack"=>"Can take an extra attack action each turn", "Aura of Protection"=>"you or friendly creatures within 30 feet must make a saving throw, they get a +7 bonus to their roll", "Aura of Courage"=>"you and friendly creatures within 30 feet can't be frightened while he is conscious", "Cleansing Touch"=>"7 times per long rest

can use an action to touch a creature to end one spell on himself or a willing creature he touches", "Spellcasting"=> [{"Spell DC"=>21, "1st Level"=>"Command, Searing Smite, Thunderous Smite, Wrathful Smite", "2nd Level"=>"Branding Smite, Find Steed, Locate Object", "3rd Level"=>"Blinding Smite, Dispel Magic, Elemental Weapon", "4th Level"=>"Banishment, Staggering Smite, Locate Creature", "5th Level"=>"Banishing Smite, Destructive Wave"}]}, "Oathbreaker Abilities"=>[{"Channel Divinity"=>[{"Description"=>"you gain the following 2 Channel Divinity options", "Control Undead"=>"As an action, you target one undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect.", "Dreadful Aspect"=>"As an action, you channel the darkest emotions and focus them into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it."}], "Aura of Hate"=>"you as well any fiends and undead within 30 feet of you, gain a bonus to melee weapon damage rolls equal to your Charisma modifier (+7). A creature can benefit from this feature from only one paladin at a time.", "Supernatural Resistance"=>"you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons", "Dread Lord"=>"you can, as an action, surround yourself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around you to dim light. Whenever an enemy that is frightened by you starts its turn in the aura, it takes 4d10 psychic damage. Additionally, you and any creatures of your choosing in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow. While the aura lasts, you can use a bonus action on your turn to cause the shadows in the aura to attack one creature. Make a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + your Charisma modifier. After activating the aura, you can't do so again until you finish a long rest.", "Spellcasting"=>[{"Spell DC"=>21, "3rd Level"=>"Hellish Rebuke, Inflict Wounds", "5th Level"=>"Crown of Madness, Darkness", "9th Level"=>"Animate Dead, Bestow Curse", "13th Level"=>"Blight, Confusion", "17th Level"=>"Contagion, Dominate Person"}]}]

**Proficiencies -**

**Proficiency Mod -**

**Languages -**

Common Undercommon Celestial Infernal

**Adjectives -**

Grim, Angry, Vengeful,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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**2500 x 3235**

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned below the number 2500. The second arrow is vertical and points up and down, positioned below the number 3235.

# Image Dummy

## Roleplaying

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### Introduction

She would only seek out a party to destroy them and all that is good in the world

### Appearance

She is 7+' Tall and stunningly beautiful with long black hair, pupiless black eyes and silver skin. Dressed in full black plate with a flowing crimson cape and horned helmet

### Expressions

*You have chosen Death!*

### Mannerisms

She carries herself with regal poise but with the weariness and swagger of an experience fighter

### Motivations

Pleasing her dark gods and extinguishing all that is good and light from the world

Passions

Fear and Destruction, that's it, that's all

Secrets

The secrets of life after death. The goals of the lords of chaos

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### Saving Throws -

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### Proficiencies -

### Languages -

Common Undercommon Celestial Infernal

### Adjectives -

Grim, Angry, Vengeful,

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**Special Abilities**

-

**Special Equipment**

-

-

**Combat Tactics**

Nothuriel will march recklessly headlong into battle attacking with her greatsword and spell attacks while summoning her undead legions to fight along side her

**Actions**

-

**Factions**

Role:

# Roleplaying

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**Introduction**

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## Passions

Fear and Destruction, that's it, that's all

## Secrets

The secrets of life after death. The goals of the lords of chaos

# Background Story

Once a shining beacon of light and justice, Nothuriel stuck a deal with dark gods to bring her betrayed love back from the dead. Her lover was returned to her as a lich, driving her mad and causing her to embrace the darkness and do the bidding of the dark gods forever. Now she leads legions of the damned and undead against the light.