



## YSYFAR BROHN

*Middle Aged Adult Tiedfling  
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**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Tiedfling,  
Common, Undercommon,  
Dwarven, Drow,  
**Adjectives**

### 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. He will use Armor of Agathys and Spiritual Weapon frequently to ensure his success.

### Actions

-

2500 x 3235  
↔ ↑  
Image Dummy

## ROLEPLAYING

### Introduction

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

### Appearance

Crimson skinned with curled black hair 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 complete destruction is the only solution.

### Passions

Combat. Weapons. Kenaan. Nihilism.

### Secrets

## YSYFAR BROHN

*Middle Aged Adult Tiedfling  
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** Skills Intimidation;  
Persuasion;  
**Proficiencies** TODO

## ROLEPLAYING

### Introduction

A handsome Tiedfling 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

## 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

Factions

The Order of Kenaan  
[God of Destruction]

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Tiedling, Common, Undercommon, Dwarven, Drow,  
**Adjectives**

**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. He will use Armor of Agathys and Spiritual Weapon frequently to ensure his success.

Actions

Great Sword

Factions

The Order of Kenaan [God of Destruction]

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.