YSYFAR BROHN

middle aged adult tiefling 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 TODO

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

Special Abilities

 Divine Smite | Hellish Rebuk Darkness | Extra Attack | Spells: 1 - 4; 2 - 2;

Special Equipment

Combat Tactics

Yasyfar is a brave and skilled opponent. He will dive headlon into combat with hid great swo and alternate between spells the buff his damage and those that manipulate the environment ar opponents' capacity for battle. will use Armor of Agathys and Spiritual Weapon frequently to ensure his success.

Actions

Great Sword

Factions

ROLEPLAYING

Introduction

A handsome Tiefling sits piously in front of ominous

statuettes. He grimaces and calls out , "fish out of water see".

Appearance

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

Expressions

"No business of yours", "The dark shall rise", "Commone Psh. Filth, I say. Kenaan wil away with 'em. In time."

Mannerisms

Cell3

Hands behind back; Often holding forth his holy symb an obsidian wyrm coiled an ready to strike. Quietly pray

Motivations

Seeks to advance the nihilis that characterizes his Relig believing that complete destruction is the only solution.

Passions

Combat. Weapons. Kenaan. Nihilism.

Secrets

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Background Story

A war erupted in the recen past in the Fhinnengaal Range [expansive mountain range] between Mountain Dwarves an Drow battling for control over myriad passages and veins of contained in the region. This w disturbed more than the populations of Mountain Dwar and Drow. Ongoing skirmishes spilled over into Tiefling villag nestled within the cave entran to the Fhinnengal Range. Neither population were aware that these Tieflings prai Kenaan [or another Tiefling Go of Destruction], whose nihilisti 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 tha centered on eradicating not juthe peoples of the realm, but t realm itself. He gaine popularity among his people for his religious services that provided vicious and scathing diatribes condemning the other races. As the war spilled over surrounding villages, Ysyfar proudly organized forces to defend his people. This religio paramilitary group gradually g into an offensive force and Ysy was granted leadership as Mar of Kenaan. With an entourage of soldiers of his or this devoutly faithful warrior travels the region visiting tem of various deities to evaluate their role in the wars that characterize the races. He is ve calculated in these 'visits', awa that he and his Order, while no well known, are not accepted r desired among the other communities of the region. Oft found in deep prayer at the entrance to a temple or to a statuette of a deity acceptable 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.

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