

Drakkar Flameborn

CHARACTER NAME

Paladin 5
CLASS & LEVEL

Dragonborn
RACE

Soldier
BACKGROUND

Lawful Neutral
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH
17
+3

DEXTERITY
8
-1

CONSTITUTION
17
+3

INTELLIGENCE
8
-1

WISDOM
8
-1

CHARISMA
15
+2

INSPIRATION

+3 PROFICIENCY BONUS

- SAVING THROWS
- +3 Strength
 - 1 Dexterity
 - +3 Constitution
 - 1 Intelligence
 - +2 Wisdom
 - +5 Charisma

- 1 Acrobatics (Dex)
 - 1 Animal Handling (Wis)
 - 1 Arcana (Int)
 - +6 Athletics (Str)
 - +2 Deception (Cha)
 - 1 History (Int)
 - 1 Insight (Wis)
 - +5 Intimidation (Cha)
 - 1 Investigation (Int)
 - 1 Medicine (Wis)
 - 1 Nature (Int)
 - 1 Perception (Wis)
 - +2 Performance (Cha)
 - +5 Persuasion (Cha)
 - 1 Religion (Int)
 - 1 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - 1 Survival (Wis)
- SKILLS

20 ARMOR CLASS

-1 INITIATIVE

30 SPEED

Hit Point Maximum **49**

49 CURRENT HIT POINTS

0 TEMPORARY HIT POINTS

Total **5**

5 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Drakkar is the embodiment of discipline and purpose, driven by an unshakable belief that the Empire represents the ultimate force for good in the world. He is steadfast, unyielding, and utterly devoted to his

PERSONALITY TRAITS

- Order: "The Empire is the shield that protects the weak and the sword that punishes the wicked".

- Justice: "Laws are not just rules—they are the

IDEALS

- The Imperial crest on his shoulder guard is more than a symbol—it is a holy emblem of his faith in the Empire and a reminder of the soldiers who saved

BONDS

- His unwavering belief in the Empire's righteousness makes him dismissive of dissent and skeptical of those who challenge its authority.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

Features: **Breath Weapon (Fire), Channel Divinity, Damage Resistance: Draconic Resistance (Fire), Draconic Ancestry: Red Dragon, Draconic Flight, Extra Attack, Faithful Steed, Fighting Style, Fighting Style feat, Great Weapon Fighting, Lay On Hands, Oath of Vengeance Spells, Paladin's Smite, Savage Attacker, Sentinel, Spellcasting, Vow of Enmity**

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

Weapons: Simple, Martial;
Armor: Light, Medium, Shields, Heavy;
Tools: Chess Set;
Languages: Common, Draconic, Giant

OTHER PROFICIENCIES & LANGUAGES

+1 Longsword, Amulet, Cast-Off Plate Armor, 6 Javelin, Shield, Shortbow, Spear, Traveler's Clothes, Unarmed Strike

CP **0**

SP **0**

EP **0**

GP **0**

PP **0**

EQUIPMENT



Drakkar Flameborn

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

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	<p>SYMBOL</p> <hr/>

ALLIES & ORGANIZATIONS

Drakkar's life began in ruin. As a child, he was the sole survivor of a vicious raid that annihilated his clan. Left for dead, he was discovered by an Imperial patrol and saved by Captain Arnvald, who saw the potential for strength and purpose in the battered dragonborn child. Raised within the ranks of the Empire, Drakkar came to see its ideals of law, order, and unity as a source of salvation - not just for himself, but for the entire world. The Empire became his family, its laws his creed, and its people his sacred charge.

Though the pain of his lost clan never faded, Drakkar channeled his grief into a zealous loyalty to the Empire. To him, the raiders who had destroyed his family represented the chaos and cruelty that the Empire existed to extinguish. Over time, this devotion evolved into a sacred mission, and Drakkar swore an oath to a divine power that he believed embodied the Empire's ideals. As a Paladin of Vengeance, Drakkar is a relentless enforcer of Imperial justice, rooting out corruption and destroying those who threaten the order the Empire upholds.

Drakkar's loyalty to the Empire is so absolute that it blinds him to its flaws. He views dissent as treason and struggles to reconcile the complexities of morality with the rigid ideals he holds dear. For Drakkar, the Empire is not just a government; it is the manifestation of good itself.

Known for: at the battle of Nargath Pass, the Imperial forces were on the verge of collapse under the onslaught

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CHARACTER BACKSTORY

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ADDITIONAL FEATURES & TRAITS

20 Arrows, Backpack, Blanket, Healer's Kit, Holy Water, Lamp, Potion of Greater Healing, Quiver, 7 Rations, Robe, Tinderbox

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TREASURE

