

Paladin 5 CLASS & LEVEL

Soldier BACKGROUND

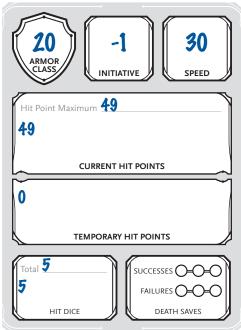
PLAYER NAME

Dragonborn

Lawful Neutral

EXPERIENCE POINTS







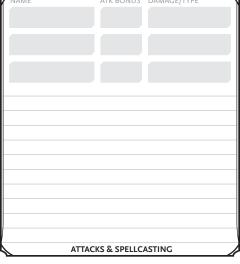
Drakkar is the embodiment of discipline and purpose, driven by an unshakable belief that the Empire represents the ultimate force for good in the world. He is steadfast, unyielding, and utterly devoted to his PERSONALITY TRAITS Order: "The Empire is the shield that protects the weak and the sword that 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

Features: Breath Weapon (Fire), Channel Divinity,

Damage Resistance: Draconic Resistance (Fire), Draconic

Faithful Steed, Fighting Style, Fighting Style feat, Great

Ancestry: Red Dragon, Draconic Flight, Extra Attack,



Weapon Fighting, Lay On Hands, Oath of Vengeance Spells, Paladin's Smite, Savage Attacker, Sentinel, Spellcasting, Vow of Enmity **FEATURES & TRAITS**



OTHER PROFICIENCIES & LANGUAGES

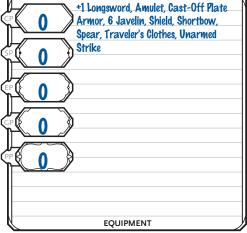
CHARISMA

Perception (Wis) Performance (Cha)

Persuasion (Cha)

Religion (Int) O ____ Sleight of Hand (Dex) Stealth (Dex) O ____ Survival (Wis)

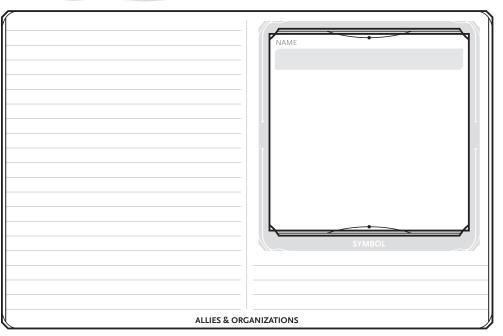
SKILLS





AGE HEIGHT WEIGHT EYES SKIN HAIR





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. 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

Though the pain of his lost clan never faded, Prakkar 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.

Prakkar'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

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

Raised within the ranks of the Empire, Drakkar came to people his sacred charge.

CHARACTER BACKSTORY

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ADDITIONAL FEATURES & TRAITS			
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SPELL	0	0
LEVEL SLOTS TOTAL SLOTS EXPENDED	0	
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Bane (VSMC) SPELL NAME	0	0
O Bless (VSMC)		0
O Ceremony (VSMR)	[4]	0
O Command (V)		0
O Compelled Puel (VC)	0	0
© Cure Wounds (VS)	0	0
O Petect Evil and Good (VSC)	0	0
Detect Magic (VSRC) Detect Poison and Pisease (VSMRC)	0	0
O Pivine Favor (VS)	0	
© Pivine Smite (V)	0	
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O Heroism (VSC)	0	- 0
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O Aid (VSM)	0	0
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♥ Find Steed (VS)	[5]	0
O Gentle Repose (VSMR)		
₩ Hold Person (VSMC)	0	. [9]
O Lesser Restoration (VS)	0	
O Locate Object (VSMC)	0	
O Magic Weapon (V\$)	0	
Misty Step (V) Proving of Healing (V)	0	
O Prayer of Healing (V) O Protection from Poison (VS)	0	
Shining Smite (VC)	0	
O Warding Bond (VSM)	0	
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