

REACTIONS

Protection. (Shield) When a creature attacks a target other than you within 5 feet, you can impose disadvantage on the attack roll.

Relentless Avenger. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack as part of the same reaction. This does not provoke opportunity attacks.

Soul of Vengeance. When Vow of Enmity target makes an attack, make a melee attack against it if in range.

BONUS ACTIONS

Channel Divinity. (see above for availability)

Vow of Enmity (PH 88) Gain advantage on creature within 10 ft. for 1 minute or until it drops to 0 hp or falls unconscious.

PERSONAL

Proficiency Bonus +6

Proficiencies All armor and shields, martial weapons, simple weapons, cook's utensils, vehicles (land)

Gear Longsword "Daybreak's Tear;" javelin (5); chain mail; shield; explorer's pack; cook's utensils; iron pot; shovel; common clothes; Desna's symbol; belt pouch; half of a floorplan for a temple; Alysa's symbol; white dragonscale shield; 2 shares in Merchant House of Rings (4k total purchase price); potion of greater healing (2d4+4 hp)

Currency 14,010 gp

Load capacity (Str x 15) 300, push/drag/lift (Str x 30) 600

Oath of Vengeance (PH 88) *Fight the Greater Evil; No Mercy For the Wicked; By Any Means Necessary; Restitution.*

Personality Trait When I set my mind to something, I follow through no matter what gets in my way.

Ideal Sincerity. There's no good in pretending to be something I'm not. (Neutral)

Bond I owe a life debt to the Exnias.

Flaw The monstrous enemy I faced in battle still leaves me quivering with fear.

Age 17; **Birthdate** 3 Mí Deireadh Fomhair 567; **Deity** Alysa (LG, Celestials); **Hometown** Solaran Empire; **Residence** The Mahogonies

Ht/Wt 6'10"/280; **Eyes/Scales** green/bronze

Background Folk Hero; **Defining Event** Stood alone against the vampire lord Syshak the Terrible of the Sootshoe District and defeated him; **Rustic Hospitality** (PH 131): Can find a place to hide/rest/etc. with the common folk, be shielded from Johnny Law and the like within reason.

Experience 355,000

DAYBREAK'S TEAR (WARNING, +2)

Weapon, very rare (requires attunement)

+3 attack and damage.

Warns of danger. Advantage on initiative rolls. You and any companions within 30 ft. can't be surprised except when incapacitated by something other than nonmagical sleep. Automatically awakens you and companions within range if sleeping naturally when combat begins.

SOOTSHOE HERO ARMOR

Armor (heavy), very rare

+2 plate mail. Crafted and gifted in gratitude for lifetime service, from the vanquishing of Lord Syshak to heroic deeds on Kayla Brightmoon Day.

WHITE DRAGONSCALE SHIELD

Armor (shield), very rare

+3 shield crafted from the scales of a white dragon slain by Rameth and companions in the plane of Ældina.