D&D BEYOND

Arkhan the Cruel		
CHARACTER NAME		
Oathbreaker Paladin 7	Criminal	Joe Manganiello
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dragonborn (Red)	Evil	23,000
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	18 (+4)
DEXTERITY	12 (+1)
CONSTITUTION	14 (+2)
INTELLIGENCE	10 (+0)
WISDOM	10 (+0)
CHARISMA	14 (+2)

INSPIRATION

+3 PROFICIENCY BONUS

○	+6	Strength
○	+3	Dexterity
○	+4	Constitution
○	+2	Intelligence
●	+5	Wisdom
●	+7	Charisma

SAVING THROWS

○	+1	Acrobatics (Dex)
○	+0	Animal Handling (Wis)
○	+0	Arcana (Int)
●	+7	Athletics (Str)
●	+5	Deception (Cha)
○	+0	History (Int)
○	+0	Insight (Wis)
●	+5	Intimidation (Cha)
○	+0	Investigation (Int)
○	+0	Medicine (Wis)
○	+0	Nature (Int)
○	+0	Perception (Wis)
○	+2	Performance (Cha)
○	+2	Persuasion (Cha)
○	+0	Religion (Int)
○	+1	Sleight of Hand (Dex)
●	+4	Stealth (Dex)
○	+0	Survival (Wis)

SKILLS

21 ARMOR CLASS

+1 INITIATIVE

30 ft. SPEED

Hit Point Maximum 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Bone Cleaver	+7	1d8+8 Slashing
Javelin (3)	+7	1d6+4 Piercing
Inflict Wounds	+5	3d10 Necrotic

- Bone Cleaver (2h) +7 1d10+8 Slashing
- Javelin: Range 30/120

- Red Dragon Breath Weapon (15' cone, 3d6 fire damage, DC 13 Dex save for half damage)

-Extra Attack (2 attacks)

ATTACKS & SPELLCASTING

Immunity: Disease; Resistance: Fire

Extra Attack: 2 attacks/turn

Dueling: +2 damage w/ 1H weapons

Channel Divinity: 1/ short rest
* Control Undead: Up to 30' WIS save, lasts 24 hours
* Dreadful Aspect: All in 30' WIS save or Frightened. Duration: 1 min

Divine Sense: Good/Evil, 60' location
* type of fiend/celestial/undead
* desecration/consecration
* 3 uses/long rest

Divine Smite: Expend a spell slot to deal radiant damage
* 2d8 for 1st level
* +1d8/level (max 5d8)
* +1d8/undead/fiend

Aura of Protection: You and allies within 10' gain bonus to all saves equal to your CHA mod (+2)

Lay on Hands: Restore HP = lvl x5 (35)
* Use 5 HP to cure target of one disease or neutralize poison

Aura of Hate: Grant yourself and all fiends/undead (of your choice) within 10' of you a bonus equal to our CHA modifier (+2) to melee weapon damage

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Languages:
Common, Draconic

Proficiencies:
Heavy Armor, Light Armor, Martial Weapons, Medium Armor, Shields, Simple Weapons, Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

CP	0
SP	0
EP	0
GP	768
PP	500

-"Bone Cleaver": Great 2-handed axe
- Javelins (3): gifts from a friend
- Magic Pickaxe

- Plate Armor
- Shield +1/+3 vs missiles

- Burglar's Pack/Thieves' Tools: backpack, tinderbox, torches (9), 50' rope, mess kit, rations (8 days), crowbar, small file, lockpick set, pliers, small mirror on a metal handle, narrow-bladed scissors, empty flask
- Dark hooded cloak
- Holy symbol (Tiamat)
- Chess set
- Pipe tobacco

EQUIPMENT

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CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Allies:
Caliope (Half-Elf Bard)
Clarapin (Tortle Bard)
Hitch (Human Rogue)
Jamilah (Human Barbarian)
Tyril Tallguy (Firbolg Druid)

NAME

Force Grey

FORCE GREY
LOST CITY OF OMU

SYMBOL

ALLIES & ORGANIZATIONS

Arkhan the Cruel is a dragonborn oathbreaker paladin in the service of the five-headed dragon goddess Tiamat. Due to 'The Wreath of the Prism,' that he wears around his neck, he has gained control of the vicious manticore 'Chango.'

CHARACTER BACKSTORY

Animal Companion: Manticore (Chango)

ADDITIONAL FEATURES & TRAITS

- Wreath of the Prism: Grants nightvision 60'. If placed around neck of beast, dragon or monstrosity (CR 3 or less; requires grapple check), DC 15 save or be charmed.

- Numerous gemstones from the Tomb of Horrors

- Medusa head (in bag)

- Zorbo claw

TREASURE

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Paladin	CHA	13	+5
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

1 — 4 SLOTS TOTAL

SLOTS EXPENDED

PREPARED | SPELL NAME

- Cure Wounds
- Hellish Rebuke (DEX DC 13)
- Heroism
- Inflict Wounds (Melee +5)
- Wrathful Smite (WIS DC 13)

2 — 3

- Branding Smite
- Crown of Madness (WIS DC 13)
- Darkness
- Lesser Restoration

3

4

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8

9

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