



Dhamion Steelheart (Human Fighter) Martial  
Archetype Protection Fighter  
Name: Dhamion Steelheart  
Sex: Male  
Race: HumLevelan  
Class/: Fighter 3 Warlock Fiend 5  
Alignment: Chaotic Evil (For Now)  
Age:35  
Size: Medium 5' 7", 155 lbs.)  
Init:+0  
Speed:30ft  
Senses: --  
Passive Perception: 10  
Languages Common,Elven, Celestial, Infernal  
34+21

Str 20 (+5), Dex 12 (+1), Con 17 (+3), Int 11  
(0), Wis 11 0), Cha 20 (+5)  
Spell Save 16

Spell Attack Bonus +9  
Superiority Dice:4d8 3d8  
AC: 16 (Chainmail) or 18 if shield equipped  
HP: 66 (1d8+3)  
Current Hp: 29 +12  
You Saves: Strength+9, Constitution +7,  
Charisma +5  
Melee: Longsword +9 Attack, 1d8+5 Slashing  
Melee: Shortsword +9 Attack, 1d8+5 Slashing  
Ranged: Light crossbow +4, 1d8 +1 Piercing

2 Artificer, 2 background; Proficient skills in  
bold

Mod Attribute Name of Skill

+0 (dex) Acrobatics

**+3 (wis) Animal Handling (proficient)**

+0 (int) Arcana

+5 (str) Athletics

**+8 (cha) Deception (Proficient)**

**+3 (int) History(Proficient Artificer)**

+0 (wis) Insight

**+8 (cha) Intimidation (Proficient)**

**+3 (int) Investigation (Proficient)**

+0 (wis) Medicine

+0 (int) Nature

+0 (wis) Perception

**+8 (cha) Performance(Proficient Artificer)**

+5 (cha) Persuasion

+0 (int) Religion

+0 (dex) Sleight of Hand

+0 (dex) Stealth

+0 (wis) Survival

Racial Features

Human

Languages: Common, Elven

Back

Archivist

Skill Proficiencies: History, Performance

Tool Proficiencies: Viol

Feature Lorekeeper: You are a skilled performer as well as a student of history. You can use your musical talents to get jobs at local taverns singing accolades of your companions, earning a modest means of living for yourself and your companions. Other Gear: (4 heads of teeth)  
Magic Braclet of unknown magic  
Carrying Capacity: 240 lbs  
Push/Drag/Lift: 480 lbs  
Starting Gold: 0 gp

#### Agonizing Blast

When you cast [Eldritch Blast](#), add your [Charisma](#) modifier to the damage it deals on a hit.

#### Fiendish Vigor

You can cast [False Life](#) on yourself at will as a 1st-level spell, without expending a spell slot or material [Components](#).  
Languages (one uncommon): Celestial

#### Feature: Unassuming

You are a drab individual, opting to let your companions do the talking for you. As such, you can claim deniability. If one or more of your companions is hated by a particular group or individual, you are able to deny your association to them. Additionally, if you are seen committing a crime such as trespassing or theft, you may be able to deny your involvement if you were witnessed from more than 30 feet away.

Traits: Sure I could sit and watch history be made, but I could make it myself!  
Ideal: Learn from past legends' downfall  
Bond: I value my companions and the

opportunities they give me.

Flaw: I can't leave well enough alone, and must meddle in the history I observe.

#### Class Features

Proficiencies: All armor, shields

Weapons: Simple weapons, martial weapons

#### Combat Gear:

Spear Ignore resistance and get advantage against angel

Shield

Leather Armour

2 Shortswords

#### Dark One's Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or Long Rest.

#### Mask of Many Faces

You can cast [Disguise Self](#) at will, without expending a spell slot.

#### Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain [Temporary Hit Points](#) equal to your [Charisma](#) modifier + your warlock level (minimum of 1).

#### Pact of the Tome

Your patron gives you a grimoire called a [Book of Shadows](#). When you gain this feature, choose three [Cantrips](#) from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those [Cantrips](#) at will. They don't count against your number of [Cantrips](#) known. If they don't appear on the warlock spell list, they are nonetheless warlock [Spells](#) for you.

If you lose your [Book of Shadows](#), you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or [Long Rest](#), and it destroys the previous book. The book turns to ash when you die.

#### Misty Escape

Starting at 6th level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

#### Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On [Your Turn](#), you can use a [Bonus Action](#) to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or [Long Rest](#) before you can use it again.

#### Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On [Your Turn](#), you can take one additional action on top of your regular action and a possible [Bonus Action](#).

Once you use this feature, you must finish a short or [Long Rest](#) before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

#### Maneuvers

##### Pushing Attack:

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

##### Rally:

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

Parry:

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

2Slots 1

Spell List

Cantrip

Eldritch Blast

Chill Touch

Message

Sacred Flame

Vicious Mockery

1st Level

Protection From Evil and Good

Illusory Script

2nd Level

Misty Step

Ray Of Enfeeblement

Pact Fiend

3rd Level

FireBall

Thunder Step

Notes

Tiefling Sorceress

Sketchy anti revolutionary techniques

2 bad deed

“Who told us what is bad?”

Why couldn't I hear the response to that question????

Hmm is it because questioning authority is looked down on.. But why?

The only main difference i can think of between heaven and hell people is “how questioning are you?”

Events that happen in this world seem to happen because we are there not because they just happen.

People in heaven haven't heard of contracts but in hell they are used frequently.

People in hell are being forced into submissive roles by their own actions. It seems to prey upon their faults and then force them into submission.

People in “hell” when they ask questions they don't get any answers. And “heaven” people just don't ask questions. And accept the facts they get.

It almost feels like we are being egged on to fight things most likely each other as the only time ive seen an npc “celestial” fight is when provoked (disobeyed) by a pc.

The only two Pc deaths are from Satan when they refused to do what he told them...

I also feel like one of the main reason we are leveling up and going places is because we are supposed to have some grand fight in the end or something. Luke did say that being neutral didn't get you anywhere... Is that because neutral people cant be egged into joining a side.

Luke did say though several times don't think so  
*Binary*

How the hell did “satan” get the power to destroy “purgatory”

On another purgatory note why didn't "Satan" just force some random person to do it why did it have to be a Pc? Knowing Luke its not just plot development...

The celestials are not angels and the entities in hell are not demons not even satan...

How strong are the celestials? Is it possible to kill them. I wonder if I can "spar" with Auzreal...

Speaking of the "Celestials" they all seem to be on heaven and hell the same and well the "morality" doesnt change either.

Also the only things i can think of that are truly demonic or angelic are the Pc's and how we "evolve" as we level

We were just "granted" items at random in the beginning and why would someone destined to "hell" be granted an item to hurt angels in "heaven"

Why would people destined to "hell" start out in "heaven" and then walk to "hell" that is really weird.

Why is the population of each so small when well SOOO many people in the world have died. Also why are heaven and hell identical except for some grumbled buildings.

I need to know how everyone answered the last question that might be a key to the puzzle.

Also where is GOD god i dont think ive seen him.