

Ran Jadaar

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Ran Jadaar ([Paladin](#))

Medium Humanoid ([Human](#)), Lawful Good

Genderfluid (He/They)

Armor Class: 18

Hit Points: 78

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	12 (+1)	16 (+3)	14 (+2)	14 (+2)	18 (+4)

Skills: Insight +5, Perception +5, Persuasion +7, Religion +5

Senses: Passive Perception 15

Immunity: Disease

Languages: Common, Dwarvish, Elvish, Gnomish

Challenge: 6

Abilities

Spellcasting. Ran is a 6th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They have the following Paladin spells prepared:

1st Level (4 slots): [Bless](#), [Command](#), [Divine Favor](#), [Protection From Evil and Good](#), [Sanctuary](#), Searing Smite, Thunderous Smite

2nd Level (2 slots): [Aid](#), [Lesser Restoration](#), [Zone of Truth](#)

Aura of Protection. While they are conscious, they grant all friendly creatures (including them) within 10 ft. a +4 bonus to all saving throws.

Channel Divinity (Sacred Weapon). As an action they can imbue a weapon with positive energy. For 1 minute, the weapon is considered magical, they add +4 to attack rolls, it emits bright light for 20 ft. and dim light for 20 ft beyond that. They can end the effect as part of any other action, if they are no longer holding the weapon, or if they fall unconscious. They must then finish a short or long rest to use their Channel Divinity again.

Divine Sense. As an action, they can detect good and evil. Until the end of their next turn, they can sense anything affected by the [Hallow](#) spell or know the location of any celestial, fiend, or undead within 60 ft. that is not behind total cover. They can use this feature 5 times per long rest.

Divine Smite. When they hit with a melee weapon attack, they can expend one spell slot to deal 2d8 extra radiant damage to the target plus 1d8 for each spell level higher than 1st (max 5d8) and plus 1d8 against undead or fiends (max 6d8 total).

Fighting Style: Protection. While wielding a shield and a creature they can see attacks a target other than them within 5 ft., they can use their reaction to impose disadvantage on the attack roll.

Infernal Legacy. They know the [Thaumaturgy](#) cantrip. They can cast [Hellish Rebuke](#) once per long rest. Charisma is their spellcasting ability.

Lay on Hands. They have a pool of healing power that can restore

30 HP per long rest. As an action, they can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

Turn the Unholy. As an action, they can censure fiends and undead. Each fiend or undead that can see or hear them within 30 ft. must make a Wisdom saving throw (DC 15). On failure, it is turned for 1 minute or until it takes damage.

Werewolf Lycanthropy

Frequency: Triggered by the intense smell of blood or a full moon, the transformation leaves their human form aching and fatigued for hours or days afterward.

Shapechanger. The lycanthrope can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its Armor Class, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The lycanthrope has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Traits

Missing Eye. Ran is missing one eye. This gives them Blindness (IE 4) to all checks on that side of their body. This also applies to actions within 10 ft. including melee attack rolls, jumping, and anything else dependent on depth perception of nearby objects or locations but does not affect depth perception or ranged attack rolls beyond 10 ft.

Paresthesia & Phantom Pain [IE 2, Frequent]. Ran experiences

stimulation unrelated to external stimuli in their extremities, even those they don't have, such as an amputated limb or wings. Whenever they experience this while they are concentrating on a spell, they must succeed on a DC 10 Constitution saving throw to maintain their concentration.

Arm/Hand Pain [IE 3, Chronic]. Ran experiences chronic pain in their fingers, hands, and/or arms. Any action that requires concentration (e.g. maintaining a spell) requires a successful DC 13 Constitution saving throw per round to maintain concentration. When they succeed on a melee attack, the vibrations from the impact are painful, and they need to succeed on a DC 11 Constitution check to fight the pain and continue to hold their weapon. Because they're used to managing pain, even though this doesn't reduce the experience of pain, they have a +3 bonus to saving throws against psychic damage.

Actions

Multiattack. Ran can attack twice, instead of once, whenever they take the Attack action on their turn.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) or 7 (1d10 + 2) slashing damage, versatile.

Assistive Device

Gauntlets of Stability

Wondrous Item, common

These gauntlets, when worn, reduce the IE of hand tremors by 2. However, you sometimes overcompensate and paralyze your arms. In any roll related to hand use, roll 1d20. On a 1, your hands grip

tightly, making the gauntlets impossible to remove, and the arms become paralyzed to the shoulders until after a long rest.

Service Animal

Phoebe

Large celestial ([horse](#)), unaligned

Armor Class 14 (studded leather barding)

Hit Points 39 (6d10 + 6)

Speed 60 ft.

	STR	DEX	CON	INT	
WIS		CHA			
18 (+4)		12 (+1)	13 (+1)	2 (-4)	12
(+1)		7 (-2)			

Saving Throws WIS +4, CHA +1

Skills Insight +4, Medicine +4, Perception +4

Senses Darkvision 60 ft., passive Perception 14

Languages understands Celestial but cannot speak it

Challenge 1 (200 XP) **Proficiency Bonus** +3

Evasive Maneuvering. If Phoebe is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Phoebe instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

On The Job. Phoebe has advantage on Saving Throws against being charmed.

Trampling Charge. If Phoebe moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, Phoebe can make another attack with its hooves against it as a bonus action.

Bonus Actions

Supportive. As a bonus action Phoebe can expend one of her hit dice (1d10) to help her partner regain hit points. She regains half of his expended hit dice at the end of a long rest.

Actions

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Reactions

Attentive. Phoebe has advantage on Insight (Wisdom) checks to perceive her partner's mood and can use her reaction to help them steady themselves in stressful or distracting situations, giving them advantage on Wisdom saving throws for the next minute.

Background

Ran comes from a caravan of merchants that was attacked by bandits when he was eight years old, which led to Ran's family fleeing. He was separated from his family and attacked in the woods by a [werewolf](#), infecting Ran with lycanthropy. They spent the next eight years on the streets trying to keep their condition under control with what turned out to be various scams

before Ran found a god of medicine. Posing as a preacher speaking of the amazing abilities of their clerics, he went to them and, rather than curing Ran, the god gave him the tools and assistance to accept himself as who he is. This allowed Ran to harness the transformation, despite it still being hard and painful.

Ran became a Paladin for the medicine god and was trained under an Aasimar named Aphen, who was extremely critical of Ran and led to a lot of the anxiety about perfection he deals with now. They parted ways after Ran took his oath and Ran has been trying to be the best Paladin and person he can be since. With Phoebe's help, Ran is opening up more and trying to make friends, working through his social anxiety slowly but steadily. He is also incredibly emotionally and socially dependent on his traveling partner Virian, a purple [tiefling](#).

Personality

Ran is soft spoken and very polite. He deals with severe social anxiety and has a hard time reading social cues, leading to him seeming quiet or disinterested when that is not how he is feeling. He appears nervous in conversation a lot, often not getting his words in the right order or struggling to come up with the right ones. When becoming overwhelmed by an interaction, Phoebe, his emotional support horse, knows to come over to him and gently place her nose on his shoulder, anchoring him and letting him pet her until the conversation is done and he can go with her to take a breather.

Ran does not drink as it makes him very ill very quickly, so he drinks water or juice at taverns. He is almost constantly worried or anxious because of many things, even if dangers are not currently present. Ran feels like his mentor is constantly over his shoulder telling him he needs to be perfect or else he

is worthless. He is scared of letting people down and views innocent people getting hurt under his watch as a moral failure that causes him to spiral into intense panic attacks which leave him on edge for days.

Plot Hooks

1. Adventurers may find Ran when the group hears rumors of a lycanthrope in town.
2. Adventurers may seek out Ran when they need help curing a party member.
3. Adventurers may find Ran at a temple that they visit.