

Kornrionamion Kaeahl

Templar

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Altmer (High Elf)

RACE

ALIGNMENT

XP

CHARACTER NAME

INSPIRATION

STRENGTH

15

+2

+2

PROFICIENCY BONUS

20

ARMOR CLASS

0

INITIATIVE

30'

SPEED

DEXTERITY

10

0

+2 Strength

0 Dexterity

+2 Constitution

0 Intelligence

+2 Wisdom

+2 Charisma

SAVING THROWS

HIT POINT MAXIMUM 36

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Sarcasm and insults are my weapons of choice.

PERSONALITY TRAITS

My talents were given to me so that I could use them to benefit the world.

IDEALS

My loyalty to my sovereign is unwavering.

BONDS

I obey the law, even if the law causes misery.

FLAWS

CONSTITUTION

15

+2

0 Acrobatics (Dex)

0 Animal Handling (Wis)

0 Arcana (Int)

+2 Athletics (Str)

+1 Deception (Cha)

0 History (Int)

+2 Insight (Wis)

+1 Intimidation (Cha)

0 Investigation (Int)

+2 Medicine (Wis)

0 Nature (Int)

0 Perception (Wis)

+1 Performance (Cha)

+1 Persuasion (Cha)

+2 Religion (Int)

0 Sleight of Hand (Dex)

0 Stealth (Dex)

0 Survival (Wis)

SKILLS

TOTAL 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Mace +4 1d6+2bludge

Puncturing Strike:

-Your next melee attack does 1d6 additional Thunder damage to the target

Sun Fire:

-Make a Ranged Spell attack (+3) that deals 1d4 damage for 3 turns.

ATTACKS & SPELLCASTING

INTELLIGENCE

10

0

WISDOM

10

0

CHARISMA

12

+1

10

PASSIVE WISDOM (PERCEPTION)

Fullplate armor  
Mace

Protection:

-Impose a disadvantage on Attack Rolls on attacks against allies within 5'

Rushed Ceremony:

-Heal up to 15 health to yourself or an ally as a bonus action.

Highborn:

-Gain Advantage on Arcana and History.

Command (1x a day):

-Force an opponent to pass a Wisdom save or give it a simple order.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS