

Velunus Magidicus

CHARACTER NAME

Warden

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Imperial

RACE

ALIGNMENT

XP

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

9

-1

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

9

-1

13

PASSIVE WISDOM (PERCEPTION)

INSPIRATION

+2

PROFICIENCY BONUS

- +1 Strength
- +2 Dexterity
- 1 Constitution
- +2 Intelligence
- +5 Wisdom
- 1 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- 1 Deception (Cha)
- +3 History (Int)
- +5 Insight (Wis)
- 1 Intimidation (Cha)
- +1 Investigation (Int)
- +5 Medicine (Wis)
- +3 Nature (Int)
- +3 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +5 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

HIT POINT MAXIMUM 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL 3

d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Sword	+3	1d6+1 slash

Frost Cloak:

-Gain 10 temporary Health

Swarm:

-Force an opponent to pass a Constitution save or inflict 1d6 Poison damage

ATTACKS & SPELLCASTING

CF

SP

EP

CF

PP

Breastplate Armor
Shield
Sword

The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Life is like the seasons, in constant change, and we must change with it.

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I'm a sucker for a pretty face.

FLAWS

Fungle Growth
(1x a day):

-Heal 1d8+3 yourself and an ally.

Diplomat:

-Gain Advantage on Persuasion and Deception.

Animal Friendship:

-Charm an animal.

Create Food and Water
(1x a day):

-Create 5 liters of clean water.
-Create 2 kg of basic food.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS