

S'sha

## Dragonknight

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Khajiit

RACE

ALIGNMENT

XP

CHARACTER NAME

INSPIRATION

STRENGTH

15

+2

+2

PROFICIENCY BONUS

DEXTERITY

8

-1

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

10

0

☒ +4 Strength

☐ -1 Dexterity

☒ +4 Constitution

☐ +1 Intelligence

☐ 0 Wisdom

☐ 0 Charisma

SAVING THROWS

☐ -1 Acrobatics (Dex)

☒ +2 Animal Handling (Wis)

☐ +1 Arcana (Int)

☐ +2 Athletics (Str)

☐ 0 Deception (Cha)

☐ +1 History (Int)

☐ 0 Insight (Wis)

☒ +2 Intimidation (Cha)

☐ +1 Investigation (Int)

☐ 0 Medicine (Wis)

☐ +1 Nature (Int)

☐ 0 Perception (Wis)

☐ 0 Performance (Cha)

☐ 0 Persuasion (Cha)

☐ +1 Religion (Int)

☐ -1 Sleight of Hand (Dex)

☐ -1 Stealth (Dex)

☒ +2 Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

18

ARMOR  
CLASS

-1

INITIATIVE

30'

SPEED

HIT POINT MAXIMUM 36

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL 3

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+4

2d6+2 slash

Lava Whip:

-Force an opponent to pass a  
Dexterity save or inflict 1d8  
Fire damage.

Spiked Armor:

-Gain 5 temporary hit points. If a  
creature hits you with a melee  
attack the creature takes 5 damage.

ATTACKS & SPELLCASTING

Fullplate armor  
Greatsword

I'm full of inspiring and  
cautionary tales from my military  
experience relevant to almost  
every combat situation.

PERSONALITY TRAITS

My city, nation, or people are  
all that matter.

IDEALS

I pursue wealth to secure  
someone's love.

BONDS

It's not stealing if I need it more  
than someone else.

FLAWS

Great Weapon Fighting:  
-Reroll 1s and 2s on  
damage with your  
Greatsword

Action Surge (1x a day):  
-Take a 2nd action

Cutpurse:  
-Gain Advantage on  
Stealth and Sleight  
of Hand

Military Rank:  
-Aldmeri Dominion  
soldiers recognise you  
as a former soldier and  
will act friendly and  
helpful towards you

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS