

Kornrionamion Kaeahl

Templar

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Altmer (High Elf)

RACE

ALIGNMENT

XP

CHARACTER NAME

INSPIRATION

STRENGTH

15

+2

+2

PROFICIENCY BONUS

DEXTERITY

10

0

CONSTITUTION

15

+2

INTELLIGENCE

10

0

WISDOM

10

0

CHARISMA

12

+1

- ☐ +2 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☐ 0 Intelligence
- ☒ +2 Wisdom
- ☒ +2 Charisma

SAVING THROWS

- ☐ 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

10

PASSIVE WISDOM (PERCEPTION)

20

ARMOR CLASS

0

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

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

Fullplate armor
Mace

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

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