

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