Kornrionamion Kaeahl

CHARACTER NAME

Templar
CLASS & LEVEL

Altmer (High Elf)
RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

XP

STRENGTH
15
+2

DEXTERITY
10
0

CONSTITUTION
15
+2

INTELLIGENCE
10
0

WISDOM
10
0

CHARISMA
12
+1

INSPIRATION

+2 PROFICIENCY BONUS

Saving Throws
- ○ +2 Strength
- ○ 0 Dexterity
- ○ +2 Constitution
- ○ 0 Intelligence
- ● +2 Wisdom
- ● +2 Charisma

SAVING THROWS

Skills
- ○ 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

36 HIT POINT MAXIMUM

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL **3**
d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

Attacks & Spellcasting

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+4	1d6+2bludge

Punctering 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

CP
SP
EP
GP
PP

Fullplate armor
Mace

EQUIPMENT

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.

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES