Campaign Of Tamriel

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| Name: Magnolia | Race:Snow elf | Class: Spell-Sword | Age:0 | Lvl:1 |

Gear Stats

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| Head Arms Chest Legs Shoulders Feet Back   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | +7 | +7 | +26 | +18 | +0 | +7 | Black cloak |   Weapons Ring Ring Amulet Circlet Shield   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 7 | n/a | n/a | n/a | n/a | n/a |   Attack Attack Rate(s) Armor Def Shield Def Move Speed   |  |  |  |  |  | | --- | --- | --- | --- | --- | | 7 | 1.3 | 65(19%) | 0 | 40w/60r |   Power Attack Sneak Attack Weapon Block Ward Block Weapon Swap   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  |  |  |  |  |   Spell Magnitude spell cast speed Mage Armor Equip Speed Jump Height   |  |  |  |  |  | | --- | --- | --- | --- | --- | | 0 | 2.5 | 0 | 2.5 | 3ft | |
| Character Stats  Health Magicka Stamina Carry Weight   |  |  |  |  | | --- | --- | --- | --- | | 120 | 250 | 100 | 300(-36.35) |   Health Regen Magicka Regen Stamina Regen   |  |  |  | | --- | --- | --- | | 2.8%/s (in combat ½) | NULL | 2.5%/s (in combat ½) |   Specialization Primary Attribute Secondary Attribute   |  |  |  | | --- | --- | --- | | Magic | Health | Willpower |   Resistance/Absorb  Magic resist Poison Resist Disease Resistance   |  |  |  | | --- | --- | --- | | 5% | 0% | 0% |   Fire Resist Frost Resist Shock Resist   |  |  |  | | --- | --- | --- | | -10% | 70% | 0% |   Magic Absorb Sun Resist Illusion Resist   |  |  |  | | --- | --- | --- | | 50% | 100% | 0% |   Physical/Mental Stats (passive, grows with character (not at level) (treat 5 as 0))  Will-Power Strength Endurance   |  |  |  | | --- | --- | --- | | 5 | 5 | 5 |   Speed Wisdom Intelligence   |  |  |  | | --- | --- | --- | | 5 | 5 | 5 |   Luck Charisma Agility Reputation   |  |  |  |  | | --- | --- | --- | --- | | 5 | 5 | 5 | 5 |   Standing stone   |  | | --- | | The Atronach: Fortify Magicka (+150), Spell Absorption (50%), No Magicka Regeneration |   Bounty:   |  | | --- | | 0 |   Skill Tree’s  Magic Combat Stealth   |  |  |  | | --- | --- | --- | | Alteration: 15 | Light Weaponry: 20 | Sneak:15 | | Conjuration:5 | Heavy Weaponry:5 | Light Armor:10 | | Destruction: 15 | Ranged Weapon:5 | Speechcraft:20 | | Illusion:5 | Heavy Armor:10 | Dexterity:10 | | Restoration:25 | Block:20 | Wayfarer:20 | | Enchanting:20 | Blacksmith:10 | Alchemy:5 |   Traits/Perks Total Perk Points: 0   |  |  | | --- | --- | | Winters Last Stand | When health is at 15% auto cast a frost cloak that will slowly expand around caster for each point of missing health (1m) capping at 15 meter radius, slowing movement and attack rate of all within by 1.5\*.5(per level)+missing health bellow 15% capping at 25%(once a day). | | Willpower: | Power Attacks require 10% less stamina, Magicka Regen increased by 5%, Stamina Regen increased by 5%, Resist 5% Magicka | | Traveller(½) | Grants 5% frost resistance. Grants 4% movements speed while outdoors. | | Prodigy: The Beastmaster(1/1) | Instantly grants "Harmony" and "Lore: Forces of Nature" | | Harmony (1/1) | Grants the toggleable ability "Harmony". While active, "Harmony" makes all creatures whose "Lore" perk you invested in non-hostile. Creatures covered by "Lore: Humanoids" and "Lore: Dragons" are excluded from this effect. | | Lore: Forces of Nature (40) | Perks that require you to know a race's lore work with Black Bears, Bears, Snow Bears, Trolls and Frost Trolls | | Studies: Novice Restoration (0) | Grants a random novice level Restoration spell. All Restoration spells are 20% cheaper. | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |

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| Inventory (gear): € means equipped Gold: 1500.00   |  |  |  | | --- | --- | --- | | Iron sword € w10 | Black cloak €w0 | Leather armor € w8 | | Leather bracers € w3 | Leather boots € w3 | Leather pants € w8 | | Leather hood € w2 | Minor Health Pot (3x) (1hp/25s) w.5 | Minor Magicka Pot (3x)(1mp/25s) w.5 | | Minor Stamina pot (3x)  (1sp/25s) w.5 |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  |   Misc:   |  |  |  | | --- | --- | --- | | Petty Soul Gem (3x) Full | Common Soul Gem (3x) Full |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  |   Use the above Misc inventory for ingredients, key Items, and any item that is not gear which is considered (weapon/armor/potions/poisons/lanterns/camping gear/food) All items in misc will be considered weight of .05  Spell List: Mlvl means max level spell can affect  Spell: (cost) Effect Spell: (cost) Effect   |  |  |  |  | | --- | --- | --- | --- | | Spell Ward(19/s) | Absorbs up to 200 points of spell or shout damage and effects, but instantly breaks and staggers the user when hit with a shout |  |  | | Recovery(9/s) | Restores 10 points of Health per second. |  |  | | Frostbite(15/s) | Frost. Deals 12 (13) points of damage per second. |  |  | | Equilibrium(1/s) | Convert 25 Health into Magicka per second.(can kill self) |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  |   Active Powers   |  |  | | --- | --- | | Sun’s Frozen Knight | Empowers any ice based magic by a magic 10%, Sun/ Restoration magic is boosted by 10% for the price of 10% of the chosen Attribute max pool | | Harmony | Cost 10% max mana or stamina or split evenly between the two:all creatures whose "Lore" perk you invested in non-hostile. | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  |   Recipe List:   |  |  | | --- | --- | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |  |  | |