

Drazhan "Haan"

CHARACTER NAME

25

AGE

6'10" 210 cm

HEIGHT

255lb 115 kg

WEIGHT

Foolish Grin

DISTINGUISHING MARKS

Blue

EYES

Light Brown

SKIN

Ash Blonde

HAIR

SCARS



CHARACTER APPEARANCE

PERSONALITY TRAITS

Like a wild animal when I have to protect my Clan or Family

IDEALS

Greater Good. It is each person's responsibility to make the most happiness for the whole tribe. (Good)

BONDS

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

FLAWS

Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

BACKGROUND

ALLIES

ENEMIES

TRIPP

Hit Points

AC

Initiative

Speed

STR

DEX

CON

INT

WIS

CHA

Skills

Senses

NAME

ATK BONUS

DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

Ring of Protection

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Name

Hilt of Ancestry

Attuned

Call upon your ancestors to aid you in battleThe weapon can take many forms, but will act as a +2 weapon for 10minAfter a long rest, and the item is used, roll a D6. On a 6 the item can be used again.

Name

The Scale

Attuned

+1 AC. Reaction to block 1d8 damage. Roll a d20. 20-16: Everyone get inspiration 10 min. 15-11: Everyone heal 1 hit dice. 10-6: Give 1 inspiration 10 min. 5-1: 1 can heal 1 hit dice.

Name

Attuned

Name

Attuned

Name

Attuned

NOTES