

# ARCANE WARD

(CHARACTER NAME)

CLASS: WIZARD

PLAYSTYLE: DEFENDER

RACE: \_\_\_\_\_

DIFFICULTY: MEDIUM

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

PERSONALITY:

BONDS:

ALIGNMENT:

FLAWS:

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**+3**  
STRENGTH

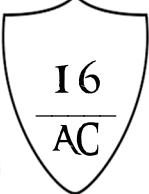
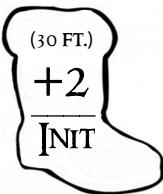
**+2**  
DEXTERITY

**+4**  
CONSTITUTION

**+1**  
INTELLIGENCE

**+1**  
WISDOM

**-1**  
CHARISMA



## SPECIAL

**Negation.**

As a reaction, when hit by an attack, or damaged by an element elemental, for 1 round you gain:

- 1) +5 to AC, or
- 2) resistance to element and bonus  $1d6$  element on your next battleaxe attack.

## REACTIONS

**Opportunity Attack.**  $\infty$

When an enemy exits your melee range, attack it with your battleaxe.

## ITEMS

### EQUIPMENT:

**Main Hand.** Battleaxe (2-handed).

**Off-Hand.**

**Armor.** Breastplate.

### TOOLS/KITS:

**Smith's Tools.** Hammers, tongs, charcoal, rags, and a whetstone for repairing metal objects.

**Hit Dice.**

During a short rest (1 hr.), heal yourself for  $1d6+4$ .

### BACKPACK:

**Scholar's Pack.**

- book of lore
- ink, quill, parchment (10)
- bag of sand
- small knife

**MONEY:** Copper: Copper: Silver: Silver: Gold: Gold: 10

## ATTACKS (+5)

**Battleaxe.**  $\infty$

Melee,  $1d10+3$  slashing.

## BONUS ACTIONS

## ABILITIES (DC -- )

**Dodge.**  $\infty$

For 1 round, attacks against you have disadvantage, and you make DEX saves with advantage.

**Light.**  $\infty$

You cause a small object to shed bright light in a 20-ft. radius and dim light in an additional 20 ft. [Touch range, lasts 1 hr.]

**Warding Wind.**

A strong wind manifests, centered around you in a 10-foot radius for 10 minutes. Within the area:

- 1) all creatures are deaf,
- 2) flames are extinguished,
- 3) vapors, gas, and fog are dispersed,
- 4) movement is through difficult terrain, and
- 5) ranged attacks that pass are at disadvantage.

## FEATURES

**Arcane Ward.** [HP: / 5 ]

Whenever you take damage, the ward takes damage instead (if it is reduced below 0, you take the excess damage). The ward regains 2 HP whenever you use negation.

**Negation Recovery.** You regain 2 of your negation uses after a short rest.