

Age: middle aged adult
Race: human
Pronouns: he/him
Occupation:

- Guard Captain

Class: fighter
Level: 13
Alignment: lawful good
Languages:

- Common
- Dwarvish

Factions:

Adjectives:

Armour Class: 17
Hit Points: 121
Speed: 30

STR 17	DEX 9	CON 17	INT 15	WIS 11	CHA 13
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Saving Throws TODO Saving Throws

Role-Playing

Improv

Introduction: Hostile if caught doing something illegal, otherwise friendly and helpful.

Appearance: Short brown hair. Brown eyes. Wide scar from right ear to his chin.

Expressions: Overuses fire themed puns when in a good mood.

~~Mannerisms: Likes to fiddle with tiny flames using his magical abilities~~ when idle.

Acting

Motivations: Order and justice.

Passions:

Secrets:

Vulnerabilities: Trusts his leader/savior to a fault.

Skills:

- Persuasion
- Insight
- Intimidation
- Athletics

Special Abilities: 1st Level Spells: Burning Hands, Shield | 2nd Level Spells: Continual Flame, Flaming Sphere, Scorching Ray, Shatter | 3rd Level Spells: Fireball, Lightning Bolt, Thunder Step

Attacks: Warhammer/Greatsword | Fire Bolt, Shocking Grasp, Thunderclap

Combat Tactics: Prefers aggressive close combat, weaving his spells between his melee attacks.

Story

was personally saved by his liege during a battle.