

Zuri L'amart

CHARACTER NAME

Level 1 Half-Elf (Wood Elf) Barbarian
CHARACTER LEVEL, RACE, & CLASS

0
EXPERIENCE

Knight of the Order
BACKGROUND

Lawful Neutral
ALIGNMENT

DEITY

Sam Vercammen
PLAYER NAME

STRENGTH

16

+3

DEXTERITY

13

+1

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

8

-1

CHARISMA

14

+2

PROFICIENCY BONUS

+2

ABILITY

- ☒ +5 Strength
- ☐ +1 Dexterity
- ☒ +5 Constitution
- ☐ -1 Intelligence
- ☐ -1 Wisdom
- ☐ +2 Charisma

CONDITIONAL

SAVING THROWS

ABILITY

- ☒ +1 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +1 History (Int)
- ☐ -1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☐ -1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ -1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

9

PASSIVE PERCEPTION

ARMOR

Unarmored Defense (Barbarian) (14)

SHIELD

14

AC

ARMOR CLASS

MAXIMUM

15

HIT DICE

1d12

TEMPORARY

CURRENT HIT POINTS

SPEED

35ft.

FLY

0ft.

CLIMB

0ft.

SWIM

0ft.

VISION

Darkvision

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

RACIAL TRAITS

INITIATIVE

+1

1 Attack / Attack Action

NAME

Greatsword

Heavy, Two-Handed

RANGE

5 ft

ATTACK

+5 vs AC

DAMAGE / TYPE

2d6+3 slashing

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Pan flute

Languages. Common, Elvish, Dwarvish, Gnomish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



Zuri L'amart

CHARACTER NAME

Female	23	6'0"	197 lb.
GENDER	AGE	HEIGHT	WEIGHT
Dark brown	Brown	Black	
EYES	SKIN	HAIR	

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Due to growing up in the knights' ranks, she's hard-headed and arrogant.
She knows she is strong and will always want to be the strongest.
Overall

PERSONALITY TRAITS

To be the strongest, to be the best.

IDEAL

Svensøn was the only father figure she had, he was the one to show her life.

BOND

Extremely arrogant and self-centered. Looks down on weak people.

FLAW

Knightly Regard

You receive shelter and succor from members of your knightly order and those who are sympathetic to its aims. If your order is a religious one, you can gain aid from temples and other religious communities of your deity. Knights of civic orders can get help from the community- whether a lone settlement or a great nation that they serve, and knights of philosophical orders can find help from those they have aided in pursuit of their ideals, and those who share those ideals. This help comes in the form of shelter and meals, and healing when appropriate, as well as occasionally risky assistance, such as a band of local citizens rallying to aid a sorely pressed knight in a fight, or those who support the order helping to smuggle a knight out of town when he or she is being hunted unjustly.

BACKGROUND FEATURE

Pan Flute

TRINKET

Zuri was born from a forbidden love.

A Woodelf from the nearby forest and a Human male from Emberhold. The mother, name unknown, was already married to a Woodelf male. So when she got pregnant, there was no suspicion.

During the months of pregnancy the mother was kept inside the forest, never to be seen by her forbidden lover again. When Zuri was brought into this world her skin was dark, like her fathers from the city. The Elves were furious for the woman's betrayal to her race and marriage, they ordered her to kill the child and purify their eyes of it.

She couldn't, so when nobody was looking, at night, The nameless woman brought the child to Emberhold.

Carrying her in a delicate woven basket with a pan flute and a note. The pan flute, so Zuri would always remember where she came from and the note, on it written with two simple words; "Gaston Rinfeld". The name of the father.

Left at the gates of Emberhold she was taken in by guards and the name on the note was called through the entire city. Nobody answered..

Placed in a home for lost children she grew up in solitude.

Never understanding why her father didn't show up, she grew irritated.

On a faithful day when Zuri was 7, the sergeant of the knights of Emberhold, Svensøn Whiteward was in the search of new recruits. In his search he visited the place where Zuri resided. All the children were forced in line and show him respect, staying silent awaiting his word.

Svensøn locked eyes with the small Zuri, stopping right before her. "You, you come with me".

He saw something in her that nobody had seen before.

Zuri her entire life became training, Svensøn made sure she was on the right path to reach her potential. She showed promise and quickly he became a father figure for her. Teaching her the ways of being strong, mind and body.

He appreciated her like nobody had ever done and he made her forget Gaston.

She grew strong, stronger than anyone in the ranks because she knew her worth now.

Zuri wanted entire Emberhold to know her worth.

Sadly Svensøn grew old and wasn't as strong as he was when he found Zuri. Almost like he gave all his power to her.

When Zuri was 19, Svensøn gave his greatsword to Zuri before passing of old age.

His last words were: "Zuri, you have shown me power and growth like i've never seen before, physical power. But to be truly strong you need to find power in friends and loved ones. Promise me you'll keep growing in my name".

She kept silent and watched him breathe his last breath with his greatsword in her hands.

Zuri had only one goal now, getting stronger.

Appreciating her alone time with her flute, and getting irritated at the slightest thought of her biological father.

She trains now, everyday.

Braids and knightly armor, scars from training which show her strength.

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS

Greatsword

Weapons

6 lb.

Player's Handbook

Handaxe

Weapons

2 lb.

Player's Handbook

Javelin

Weapons

2 lb.

Player's Handbook

Javelin

Weapons

2 lb.

Player's Handbook

Javelin

Weapons

2 lb.

Player's Handbook

Javelin

Weapons

2 lb.

Player's Handbook

Explorer's Pack

Equipment Packs

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

10 lbs.

Player's Handbook

Clothes, Traveler's

Adventuring Gear

4 lb.

Player's Handbook