

ALTORIN RAVORA

Race: Half-Elf (medium) Age: 62
Class: Knight Height: 5' 10"
Gender: Male Weight: 180 lbs

Hit Points: 65 Armor Class: 18 (plate) Initiative:
Proficiency Bonus: +3 Speed: 30 Passive Perception: 10

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	16 (+3)	10 (+0)	16 (+3)

Alignment: Neutral Good

Proficiencies:

Tools:

Languages: common, elven, undercommon

Saving Throws:

Skills: Athletics +6, Survival +4, Intimidation +5

Senses: Darkvision 60'

ABILITIES

Brave: Altorin has advantage on saving throws against being frightened.

Leadership (Recharges after Short or Long Rest): For 1 minute, Altorin can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or saving throw. The creature can add 1d4 to its roll provided it can hear and understand the Altorin. A creature can benefit from only one Leadership die at a time. This effect ends if Altorin is incapacitated.

ACTIONS

Fighting Dirty: Altorin makes two melee attacks, plus an unarmed strike as a bonus action.

Longsword: Melee weapon attack: +6 to hit, One-Handed Hit: 8 damage, Two-Handed Hit: 9 damage.

Longbow: Range weapon attack: +2 to hit, Hit: 6 damage

Unarmed Strike: Melee unarmed attack: +6 to hit, Hit: 2 damage

Parry (reaction): Altorin adds 3 to his AC against one melee attack that would hit him. To do so, Altorin must see the attacker and be wielding a melee weapon.

