

Daedra Ironfoot

CHARACTER NAME

PLAYER NAME

Halfling

CHARACTER RACE (SUBRACE)

Cure(Replaces Herbal Remedy)/Return subject to perfect health.

RACIAL ABILITY / EFFECT

Cleric

CHARACTER CLASS

1

LEVEL

Fleatea

DEITY

PROFICIENCIES & RESOURCES

	Weapons	Armor	Shields	Two-Weapon Fighting	<input type="radio"/>	Ammunition
				Ranged Weapons	<input type="radio"/>	
Light	●	●	●	Spell Packets	●	10
Medium	○	●	●	White Cloth Strip	●	1
Heavy	●	●	●	Green Cloth Strip	●	3

CHARACTER HISTORY

The youngest of five siblings, Daedra spent her childhood tending the needs of others. Upon reaching the age of maturity, she left home to set out on her own. This eventually led her to the temple of Fleatea where she learned the art of magical healing. Pairing her divine talents with the medicinal healing of her upbringing, she discovered how to blend the two for more effective tending.

Her talents as a healer have taken her far and wide, through battle and peace. She eventually found her way to the newly discovered land of Taldora where she studies the strange magics which keep people from dying, as well as hones her own skill. She can currently be found near the divine block of Outpost where she attempts to spread the word of her deity and offer light to places of darkness.

CLASS ABILITIES/SPELLS

Spellcasting / The ability to cast spells and use magic.

Blessing of Protection +1 / Magically protect against damage or spell.

Spell - Cure (5) (Replaces Heal) / Restore a subject to perfect health.