

Lucious Amalar

CHARACTER NAME

PLAYER NAME

High Elf

CHARACTER RACE (SUBRACE)

Arcane Execution / Cast Death 1/life.

RACIAL ABILITY / EFFECT

Mage

CHARACTER CLASS

1

LEVEL

Kahlee

DEITY

PROFICIENCIES & RESOURCES

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

CHARACTER HISTORY

Born to the royal family of Amalar, thrice removed from the king, and thirteenth in line for the Lucious seeks to make a name for himself. He hired a trainer and learned some advanced combat techniques. Then he brought in a mercenary team to show him how to hunt and kill monsters. It wasn't long before he was covered in gore and collecting bounties on this or that creature. Unfortunately, his monster hunting career was viewed by his family as a hobby and it in no way advanced him toward the throne, nor granted any reknown among his circles. What it did do was bring shame to his direct line. "Why would a royal take pleasure in being covered in guts and blood?" "Only a sadist would willingly pursue such a passion." "You must be trying to tarnish your family's honor!" Such remarks drove a wedge between Lucious and his family and before long he was disinvited to all family gatherings and unofficially excommunicated. Knowing it wouldn't change anything to give up everything he'd worked so hard to build, he pushed even further monster hunting. He spent the last of his coin to hire a ship to taken him to a new land where creatures and treasures were abundant and judgment was distant. This land was called Taldora on the shore where he encountered something he'd never heard of before. It slaughtered the crew splintered the ship. Narrowly escaping with his life, Lucious has spent every waking moment learn all he can about the creature in the hopes of killing it. Not only would such a win bring him notority, but his family would have to acknowledge the retribution he brought to all has slain. If only he could find where the great sand beast resides.

CLASS ABILITIES/SPELLS

Spellcasting / The ability to cast spells and use magic.

Counterspell / Catch and return an enemy spell.

Spell - (Elemental) Bolt / Deal 2 pts elemental damage.

Spell - Entangle / Halt enemy movement for 10 seconds.