

Charon Stoutblade

Skyrim



Race: Redguard

Stone: Warrior

Level: 20

Description: 1.78m (5' 10"), 80kg (176 lbs.), Black Hair, Brown Eyes

Characteristics

48	Health	20 + 28 (Levels)
16	Soak	16 (Light Armor Perk)
0	Recovery	0
36	Magicka	20 + 14 (Levels) + 2 (Perks)
4	Recovery	2 + 2 (Perk)
32	Stamina	20 + 12 (Levels)
4	Recovery	4
6d+3	Defend	10 + 1 (Perk) + 1 (Boots)
7	Protection (Physical)	0 + 5 (Armor) + 2 (Skill)

Resist Magic 2, Poison 6

Racial Ability

Adrenaline Rush: While Adrenaline Rush is active, the Redguard recovers 50 Stamina at the start of each Phase. This ability is a Free Action, lasts for 1 Minute, and can be used once per session.

Attacks

Superior Dwarven Sword

7d+3 attack; trauma (slashing) 7, 1d6+7 damage, Critical +1d6
Power Attack -1d attack & defend, +1d6 damage, Stamina 11

Equipment

Name	Effect	Weight (kg)	Value (gp)
<u>Superior Dwarven Sword</u>	Trauma +2	4.5	176
<u>Superior Elven Armor</u>	5 Protection	3.0	293
Helmet of Perception	+1d Perception	0	800
Cuirass of Magic Suppression	+2 Protection (Magic)	0	360
Gauntlets of Wielding	+1d to attack One-Handed	0	500
Boots of Defense	+1d to defend when aware	0	990

Potions

Potion of Healing x 2	Restore 10 HLT	ea. 0.25	ea. 60
Potion of Magicka x 2	Restore 10 MAG	ea. 0.25	ea. 60

Spells

Total		<u>8.5</u>	<u>3869</u>
(<10%)		100.0	4000

Background

Charon fought along side the Dragonborne at the Battle of Whiterun. Never before had he seen a warrior so determined, and so pure of purpose than that day. When the battle was ended, he used his influence to guide the leaders to a better peace, a peace built on freedom and not the shackles of imperial might. Yet, even the imperials were spared purely by his actions, once again playing the leader and ensuring a future peace and partnership with the empire that he had just defeated.

Skills & Perks

Warrior Skills (Ignore -1d penalty)

	Archery	
	Block	
	Heavy Armor	
•••+3	One-handed	+1d to attack (gloves)
	Smithing	
+1	Strength	1
	Two-handed	
+1	Unarmed	1

Mage Skills

+2	Alteration	2
	Conjuration	
+4	Destruction	4
	Enchanting	
+4	Intellect	4
+1	Knowledge	1
	Illusion	
+3	Restoration	3

Thief Skills

+1	Agility	1
	Alchemy	
+4	Light Armor	4
	Lockpicking	
+4	Perception	3 + 1 (Helmet)
	Pickpocket	
+1	Sneak	1
	Speech	

Warrior Perks

One-Handed

Armsman IV: +4 damage w/ One-Handed

-Bladesman II: Critical +1d6

-Fighting Stance: Power Attack w/ One-Handed cost 3 less Stamina

Mage Perks

Destruction

Novice Destruction: Cast Novice Destruction spells for half magicka

-Apprentice Destruction: Cast Apprentice Destruction spells for half magicka

-Augmented Flames I: Fire spells and enchantments deal +1 damage per die

Intellect

Magicka Reserves I: +2 MAG

-Resonance I: Recover 2 MAG on spell attack roll of 15+

--Battlemage: Remain centered after moving or attacking w/ weapon

Restoration

Novice Restoration: Cast Novice Restoration spells for half magicka

-Apprentice Restoration: Cast Apprentice Restoration spells for half magicka

-Recovery I: +2 MREC

Thief Perks

Light Armor

Agile Defender III: +4 Soak per piece of Light Armor

-Custom Fit: +1 DEF in Light Armor

Spells

+4 Intellect; Recover 2 MAG on attack roll of 15+

Recover 2 MAG on spell attack roll of 15+
Remain centered after moving or attacking w/ weapon

Alteration

Candlelight

Range: Reach

Magicka: 4 $(4 * .95^2)$

Effect (1 Minute): Create a hovering candlelight that stays within arm's reach

Oakflesh

Range: Self

Magicka: 19 $(21 * .95^2)$

Effect (1 Minute): +1 Protection

Destruction

Flames

Range: 0m; 12m Line (Nonselective)

Magicka: 4 $(11 * .95^4 * .5)$

Effect (Constant Area): Everyone within the area takes Physical (Fire) Trauma 3 (1d6+3)

Fire Rune

Range: 1m; 3m Radius

Magicka: 19 $(47 * .95^4 * .5)$

Effect (1 Minute): Place a fire rune on a nearby surface which explodes when an enemy comes within 1m of it

Effect (Instant Area): Everyone within the area takes Physical (Fire) Trauma 3 (1d6+3, Crit +1d6)

Firebolt

Range: 150m

Magicka: 3 $(8 * .95^4 * .5)$

Effect (Instant): Target takes Physical (Fire) Trauma 3

Restoration

Healing

Range: Self

Magicka: 5 $(11 * .95^3 * .5)$

Effect (Constant): Restore 8 HLT

Lesser Ward

Range: Self

Magicka: 12 $(27 * .95^3 * .5)$

Effect (Constant): +1d to defend; can be cast as part of defend action on your turn

Healing Hands

Range: 12m

Magicka: 9 $(20 * .95^3 * .5)$

Effect (Constant): Restore 8 HLT to target living creature

Racial Bonuses

Skill Bonus: +1 One-Handed

Resist Poison: Redguard start with +6 Poison Resistance.

Adrenaline Rush: While Adrenaline Rush is active, the Redguard recovers 50 Stamina at the start of each Phase. This ability requires a Zero Phase Action to activate, lasts for 1 Minute, and can be used once per session.