





# Ajenal Stormbreaker

CHARACTER NAME

26 years

AGE

5'10"

HEIGHT

180 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

**Lay on Hands**  
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore up to 40 hit points. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

**Divine Smite**  
When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

**SPECIAL GEAR & MAGIC ITEMS**

**Gauntlets of Ogre Power (Attuned)**  
Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher. (Already factored into statistics)

**Sun Blade (Attuned)**  
This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

ADDITIONAL FEATURES & TRAITS

TREASURE

