



## The Echertin Storm Warden



Strength  
STR

10

Mod

+0

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Dexterity  
DEX

12

Mod

+1

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Constitution  
CON

16

Mod

+3

--



Intelligence  
INT

12

Mod

+1

--



Wisdom  
WIS

16

Mod

+3

**Perception** (energy)- you are able to feel the currents of storms and can detect unnnatural electrical energy and air currents **+2**



Charisma  
CHA

18

Mod

+4

**Meditation** (encounter)- you can harness your inner mental control and focus during the chaos of an encounter. You gain advantage when saving against frightened, deafened, or stunned status.



### Lineage Abilities

### Proficiency Bonus

**+2**

Echertin Abilities	Description
Darkvision	You can see in dim light within 60 feet of you as if it were bright light, in darkness as if it were dim light. You can't see color, just shades of gray.
Flame Hand	You can focus for 1 minute and create a flaming light from your hands. You can complete no other actions during this time, and the flames cease after 1 min. The flames give off only slight heat and can not cause damage or ignite objects.
Speed	You have a walking speed of 25 feet.
Resilience	You have advantage on saves vs. fire, resistance to fire damage
Attributes	CON +2