

Character sheet: https://media.wizards.com/2015/downloads/dnd/DDALRoD_CharacterSheet.pdf

Class: Eliatrope

Hit die: 1D8

Hit points: 1D8 (+Constitution Modifier)

Hit points (Over lv2) 1D8 (Times the level) +constitution modifier.

Proficiency:

Skills: Choose 2: History, Perception, Religion, Survival, Animal Handling, Acrobatics, Athletics

Armour: Light

Saving Throws: Wisdom, Intelligence

Weapons: Simple Weapons

Equipment: Start with either= A) Dagger or B) Short-sword

Start with either= A) An Explorers pack or B) Scholar's Pack C) Dungeoneer's Pack

Start with a Dofus, Leather Armor

Level	Wakmoves	Wakfu
1	wakPortal, Wakitsu	0
2	Wakshield Wakblade	2
3		3
4	Waksense	4
5	WakBeam	5
6		6
7	Flight	7
8		8
9		9
10	Additional Attack	10
11		11
12	Wakitsu Strike	12
13	Resistance to Fire	13
14		14
15	Dofus Blaster	15
16		16
17	Dofus Bonus	17
18		18
19		19
20	Eliacube Master	20

Moves: Wakbeam= 1D6 straight line after level 6 add another 1D^ for every level up to level 9 costs 2 Wakfu every level up costs 1 extra wakfu

Wakblade= 2d4 slashing

Dofus Blaster: Throw the egg and release an adorable dragon that moves 20 feet and uses a fire breath attack that does 1D6 (Depending on colour of eyes if not hair) damage and comes straight back in an egg. Costs 10 Wakfu + Bonus attack.

Portal: at level one throws a portal 5 feet away from you increasing by 5 feet every time 2nd level up.

Additional attack

Waksense= allows you to sense hidden enemies in a 3x3 square increasing by 1 every 3 levels

Wakshield= Throw it at the enemy and take 1D8 buldgeoning dmg.

Flight: 30 feet, 1 hour.

Wakitsu: normal martial arts but portal bonus does 2D4

Wakitsu Stike will do 4D4 for 3 Wakfu

Wakfu= Obtained at Level 2 take a long rest to recharge Hitdie

Eliacube Master: Harness the power of the eliacube for 10 Wakfu as a bonus move and unlock the ability to make any 1 weapon with 2 Wakfu (from the martial Melee weapons section of the Players Handbook) and make up to 4 portals at a time and increased Waksense is also increased to 10x10

