

Unleash Your Leader



Character Portrait

Name:

Raziel Talith Valsharin

Race:

Sea Elf

Hometown:

Shimmer Eve Shores

Profession:

Trade Emissary

Arcane Element:

Air

Favors/Flaws/Form:

- Arcane Fortitude
- Overconfident
- Sirens Lineage
- Knock Back
- First Strike
- Throw Dagger

Health: 20

Mana: 60

Attack: 3

Shield: 3

Damage: 3

Resistance: 6

Movement: 4

Description:

Tanned and weathered from years under the sun, this elf bears the lean, athletic frame of a seasoned traveler. Shadowy grey hair falls about his chiseled, gaunt features, partially masking his pointed elfin ears. His pale grey eyes, vacant yet watchful, add to his air of quiet intensity. He wears practical, travel-worn garments: dark elven boots, long black pants, and a silvery-grey spider-silk shirt with onyx buttons, its sleeves rolled to the elbow. A long indigo cloak, frayed at the edges, is fastened over one shoulder by a worn silver pin.

Personality / Alignment:

Raziel Talith Valsharin is a man of quiet resolve, tempered by years navigating the sea and the shifting tides of politics. Pragmatic yet principled, he leads not for glory but out of duty, understanding that leadership demands sacrifice. Though he values honor, he sees no absolutes, recognizing that survival often requires compromise.

Background:

Born to noble lineage in Laantis, Raziel was raised for both command and service. Trained in diplomacy, navigation, and the arcane arts, he mastered shipcraft, cartography, and statecraft. As captain of The Wyvern's Wager and emissary of Laantis, he secured trade routes and protected his people. However, when the Arcane Storms began to spread, Raziel found himself drawn into a conflict far greater than trade, one that would test his loyalty, his strength, and the Sea Elven way of life.

Goals:

- 1) Bring balance back to the Arcane.
- 2) See the Trade Accords returned.
- 3) Secure a sample of Arcane Mana.
- 4) Visit the Dark Elven Capital of Oakendark.

Abilities:

- Swimming (race).
- Reach 2", Wall Climbing, Throw Dagger (Leader)

Effects (Magic/Terrain):

- Spells: Bless.
- Consumable Items: Flying Potion
- Terrain Minor: 0
- Terrain Major: Regeneration
- Moon Phase: Half Channeling

Personal Items / Artifacts:

- A large blue crystal hanging from a silver chain (Manastone / Shard).
- A deeply hooded dark indigo cloak, weathered and frayed.

Legacies & Legends (Renown):

- Mistweaver
- Nautical Navigator

Shards Collected:

- Bloodstone of Zubaru Jon'Fro Bay, Orkish Warlord.

EXAMPLE

LEADER TEMPLATE