Name: Corwyn |

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Race: Earth Pony

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Gender: Male

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Class: Paladin

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Cutie Mark or Talent: Scales of Law with Shield in background. Gives a plus to the Word of Power ability.

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Racial Trait: Tough

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Skills:

Improved Spellcasting (1 Point)

Spellbreaker: spell, recharge 1; nullify a spell or magic effect. (1 Point)

Spellbiter: spell, passive; after successfully nullifying a spell with Spellbreaker, you have a +1 bonus to attack roll 'till the end of your next turn. (I.S.)

Word of Power: In combat, forces an enemy to miss their next attack and renders them helpless on a crit. Outside combat, can extract information on a success. (1 Point)

Shatter: weapon; reduces enemy armor by one level; a crit can target their weapon or render them helpless. Can also target objects. (2 Points)

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Equipment: Father's Sword, rope, food rations, matches, apostate's magical amulet (as a catalyst)

Weapons:

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Type: Sword

Name: Ro'dan

Damage: 1

Bonus: None (YET!)

Range: Melee

[Weapon Quality? = +1/+2]

Defensive Items:

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Type: Armor

Class: Medium

Bonus: None (reduces counterattack damage, removes damage from roll of 5)

Penalty: limited agility and stealth; Spells -2

\* I'd like to also have a shield here, but the core rules seem to give the impression that a shield will also decrease my spellcasting.

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Alignment: Lawful Neutral = The Law (Deity)

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Description:

Corwyn is a determined and resilient pony. He easily passes judgment on what he deems unlawful or morally false, but can reserve his opinions if it allows him to reach his goals. Corwyn is fiercely loyal to his companions

and is quick to speak and stand up for them when they are threatened. He is brave, though sometimes reckless to achieve justice. He means well most of the time, but sticks by his laurels when threatened with severe change.

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Backstory:

When Corwyn was a young foal, a battle between the town knights and a group of rogue mages (apostates) raged. This was a vicious fight, and several ponies lost their lives. One day, Corwyn's father came back home with

troubling news. Corwyn's mother had been caught in the magical crossfire of a surprise ambush on the knights. She died soon after. Being a foal, Corwyn would only sense his father's plight. His father vowed that he, or his son, or even

his son's son would track down these rogues and put an end to their meaningless quarrels. Thus, as soon as Corwyn was able to walk and speak, his training began. His father taught him the concepts of good and evil, and the idea that

there is a divine law that preserves the balance between the two, lest the world be plunged into disarray. He taught that Corwyn was meant to be an arm of this law, to take it upon himself to maintain the harmony between factions,

and to prevent more senseless violence at the expense of innocent lives. Corwyn quickly proved to be an apt fighter, and a resilient stallion. His father worked him to the bone, training and studying and conditioning him to be prepared

to fight against the evils that inhabit this world. Eventually, Corwyn was allowed by his father to join the knights of the town, and they accepted him. He worked hard for three years, protecting the city and continuing to train and

learn what he could in order to be prepared for anything that could threaten the good people of his town. He climbed quickly up the ranks, proving himself an adept fighter and a loyal protector of the peace. After these three years,

his father took ill. Corwyn's life was thrown into chaos as he juggled the care of his father with his (now greater) duties as Captain of the Guard. Eventually, even his father recognized that it was time for him to go. As his father's life

slowly ebbed away under Corwyn's watchful gaze, his father made him promise to go out into the world, spreading the law and order wherever he went, protecting those who could not protect themselves. The warrior's promise was

made, and his father passed. After a grieving period, Corwyn promptly left town, with naught but his father's blade and a few provisions, not knowing where to go or who to trust, but realizing his true duty to the world as a sovereign

proctor of justice against evil.

Pony Creator Code: 4K151Y4000BCAD73F1F9B904000005FE2RN1837538000001R15F77D3E5B4001H107F3FCC004CB2

