



50



Personality Traits



Idioms



Bonds



flaws



Skills

- 1 ○ Acrobatics
- 1 ○ Animal handling
- 3 ● Arcana
- 0 ○ Athletics
- 2 ○ Deception
- 3 ● History
- 1 ○ Insight
- 4 ● Intimidation
- 1 ○ Investigation
- 1 ○ Medicine
- 1 ○ Nature
- 1 ○ Perception
- 2 ○ Performance
- 4 ● Persuasion
- 1 ○ Religion
- 1 ○ Slight of hand
- 1 ○ Stealth
- 1 ○ Survival

Current hit points:

Temporary hit points:

hit dice:

Death Saves

Successes: ○ ○ ○

Failures: ○ ○ ○



Languages

Common
 Draconic
 Elvish
 Gnomish
 Halfling
 Infernal

Other Proficiencies

Light Crossbow
 Daggers
 Darts
 Quarterstaff
 Sling

Weapon	Attack Bonus	Damage	Range	Type
Gaions	+2	1d4	5ft	Slashing
Unarmed Strike	+2	1	5ft	Bludgeoning

Spell Save DC: 12	Attack Bonus: +4	CHA
Cantrips	Save DC: 12	Duration: 1hr
Prestidigitation	~ 10ft	1hr
Chill Touch	+4	120ft 1 Round
True Strike	~ 30ft	Concentration
Gust	STR 12	30ft Instant
Spells	Save DC: 12	
Burning Hands	DEX 12	Instant
Comprehend Languages	~ Self	1hr