

Rayne  
Druid  
Elf

<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
13	13	14	11	17	13
+1	+1	+2	+0	+3	+1

Bonus Stats

Renown: 2

Skills

Nature: 2

Medicine: 6

Survival: 1

Deception: -1

Intimidation: 2

Performance: 1

Persuasion: 1

Extra

Contacts: 4

Bonus Skills: Advantage against ingested poison  
2x when scavenging for food or furs  
Sailor Feature  
Sailor feature

Currency

Gold: 5

## **Past Experiences**

1. Took job as delivery boy for campus mail system
2. Researched Venomous snakes. Wrote a paper.
3. Cared for elderly relatives
4. Performed autopsies on several condemned prisoners
5. Edited Professor's newly written book
6. Helped clear out an undead problem at local cemetery
7. Caught writing papers for other students
8. Robbed at knifepoint. Talked thugs out of it.
9. Learned from the medicine man of a primitive tribe that you lived with
10. Wizard creates spell to build muscle. He gets rich. You get stronger.
11. Housekeeper is a horrible cook. Manage to survive
12. Grew up hunting with a bow
13. Joined the choir to impress a member of the opposite sex
14. Overcome your shyness and become more outgoing
15. One month crafting Holy Symbols
16. Had an arrow pushed through and snapped off
17. Your whole body is tattooed
18. Hoisted up the anchor on a ship
19. Fought off a pack of war dogs while defending a fallen soldier
20. Learned dozens of knots while working on a ship