

**char
class
race**

<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
12	13	10	15	16	14
+1	+1	+0	+2	+3	+2

Bonus Stats

Renown: 1

Skills

Athletics: 1

Nature: 2

Religion: 2

Medicine: 1

Deception: 1

Intimidation: 3

Persuasion: 1

Language

Bonus: 2

Inventory

Items: Adventuring Gear

Extra

Contacts: 3

Bonus Skills: Choose a favored terrain. +2 when foraging in this terrain.

Greater chance to gain info from children

Cast Illusory Dragon(NOT THE 8th LEVEL VERSION)

Currency

Gold: 2

Past Experiences

1. Talked way into class you were not qualified for.
2. Took a month to rally for workers rights under a brutal leader
3. One month crafting Holy Symbols
4. Introduced to mysticism
5. Spent months studying nature
6. Spell backfires. Fries your frontal lobe.
7. Mapped nearby river
8. Whittled small wooden animals for children
9. Learned to Dance
10. Found a long lost document
11. Wizard creates spell to build muscle. He gets rich. You get stronger.
12. Pranked University with an illusionary Dragon
13. Took job as delivery boy for campus mail system
14. Scale the highest peak in your area in your free time
15. Death of a close friends brings meaning to your life
16. Roomed with a student from another realm
17. Father instilled love of books. Didn't play outside much
18. Saved fellow student from collapsing bookshelf
19. Hang head wizard's hat on flagpole
20. Close relative was a healer. Taught you many things.