

# AcademicTest

## Academic Test

<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
18	20	16	20	20	20
+4	+5	+3	+5	+5	+5

### Bonus Stats

Speed: 5  
Renown: 12

### Skills

Athletics: 1  
SleightOfHand: 2  
History: 3  
Investigation: 1  
Nature: 8  
Religion: 6  
AnimalHandling: 2  
Medicine: 11  
Survival: 3  
Deception: 3  
Intimidation: 3  
Performance: 2  
Persuasion: 4

### Language

Bonus: 3

### Magic

*Cantrips*

Bonus: 2

Known: Prestidigitaion

**Inventory**

Items:                   Drawing Supplies/Scroll Case  
                             Dragonchess Pieces  
                             3 Healing Potions  
                             Rank Insignia  
                             Adventuring Gear  
Weight:                   15

**Extra**

Contacts:               7  
Handicap:               Start with half money amount  
Bonus Skills:           May ask 1 hint on riddles (level 1-5)

**Currency**

Gold:                   11  
Silver:                  430

## **Past Experiences**

1. Learned to Dance
2. Conjured a devil just to see if it would work
3. Snuck into class late every day for a month
4. Spent months studying nature
5. Delivered a baby during a terrible storm
6. Robbed at knifepoint. Talked thugs out of it.
7. Overcome your shyness and become more outgoing
8. Hang head wizard's hat on flagpole
9. Discover extinct primitive cult. Wrote book on their lore
10. Found a long lost document
11. Locked yourself out of your own room. Picked the lock
12. One month crafting Holy Symbols
13. Spent months studying Architecture of nearby castle
14. Mapped nearby river
15. Professor killed by bugbear. Visiting scholar fills in
16. Was assigned a dorm on the 8th floor
17. Helped elderly cleric minister to the poor
18. Helped clear out an undead problem at local cemetery
19. Exchange knowledge with a Treant while sampling tree bark
20. Completed a four week fast
21. Discovered two new species of plants. Useful in Alchemy
22. Went without sleep for 3 days while exams were given
23. Have a knack for chess. Play constantly
24. Out ran a supposed tamed tiger when it attacked a crowd
25. Introduced to mysticism
26. First Aid course turn real when goblins attack
27. Housekeeper is a horrible cook. Manage to survive
28. Discovered hidden insight in a rare tome
29. Performed autopsies on several condemned prisoners
30. Sold a book detailing how to pass the hardest course
31. One month tutelage under bad teacher

32. Received 1st in cantrips
33. Joined scientific expedition for 1 month
34. Forcast a major flood and saved numerous lives
35. Four weeks with a Master Diviner
36. Talked way into class you were not qualified for.
37. Joined the choir to impress a member of the opposite sex
38. Learned to play the flute
39. Omens become more meaningful to you
40. Developed a drug habit
41. Successfully homebrewed healing potions
42. Translated Ancient scrolls into common
43. Took job as delivery boy for campus mail system
44. Grew up hunting with a bow
45. Father instilled love of books. Didn't play outside much
46. Research trip to ancient ruins. Pack animals died.
47. Saved fellow student from collapsing bookshelf
48. Earned money transcribing spell books for months
49. Edited Professor's newly written book
50. Pranked University with an illusionary Dragon
51. Enchanted a kobold that followed you around
52. Campus hit by worst ice storm in history
53. Researched Venomous snakes. Wrote a paper.
54. Spell backfires. Fries your frontal lobe.
55. Fireball Training
56. Roomed with a student from another realm
57. Serve as a battlefield caster
58. Cared for elderly relatives
59. Study Astronomy and the movements of the moon
60. Repaired fishing nets for room and board
61. Death of a close friends brings meaning to your life
62. Blessed words from your diety fall on your ears
63. Started "filling out" better late then never
64. Forced to avoid crazy Ex while attending classes

65. Climbed a cliff face to retrieve rare feather for a spell
66. Identify illness spreading through village
67. Took a month off to find oneself
68. Whittled small wooden animals for children
69. Passed off transmuted copper as silver
70. Rebound books for extra money
71. Raised by low level noble parents. Best of all things. Educated.
72. Shortest route to class was across roof tops
73. Hiked across realm collecting insect samples
74. Field trip to other planes of existence
75. Crash the Dean's Dinner uninvited. Blend in.
76. Sat in on inquest jury
77. Wizard creates spell to build muscle. He gets rich. You get stronger.
78. Took a month to rally for workers rights under a brutal leader
79. Ran for local political office
80. Scale the highest peak in your area in your free time
81. Poisoned by large spider in library. Recover.
82. Tamed a small bear with treats and soft words
83. Caught writing papers for other students
84. Close relative was a healer. Taught you many things.
85. Lonely nights. You learned to roll coins on your fingers.
86. Worked in mine as a mineral identifier
87. Learned from the medicine man of a primitive tribe that you lived with
88. Like to gamble. Lose Regularly. Have to fight off bookies
89. Tamed Elementals for basic course. Rock dropped on foot
90. Contract major illness. Unable to study or attend classes
91. Survived a childhood sickness
92. Solved riddle that barred entry to an ancient tomb
93. Help create constructs for head wizard
94. One month at local monastery
95. Alchemy experiment goes awry. You get faster.
96. Created overly elaborate mechanism to turn book pages
97. Study animal tracks in the field

98. Elected Academic body president

99. Worked special effects for a local theatre

100. Found a shipwreck in the desert. Copied strange symbols