

Character Class Race

<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
12	15	13	14	17	11
+1	+2	+1	+2	+3	+0

Bonus Stats

Speed: 5

Renown: 3

Skills

Athletics: 1

Nature: 2

Religion: 2

Medicine: 3

Survival: 1

Inventory

Weight: 10

Extra

Contacts: 2

Bonus Skills: 2x when scavenging for food or furs

Appraise Books

Advantage against ingested poison

Currency

Gold: 4

Silver: 25

Past Experiences

1. Climbed a cliff face to retrieve rare feather for a spell
2. Sold a book detailing how to pass the hardest course
3. Took a month off to find oneself
4. Helped clear out an undead problem at local cemetery
5. Survived a childhood sickness
6. Poisoned by large spider in library. Recover.
7. One month crafting Holy Symbols
8. Blessed words from your deity fall on your ears
9. Hang head wizard's hat on flagpole
10. Alchemy experiment goes awry. You get faster.
11. Grew up hunting with a bow
12. Rebound books for extra money
13. Study animal tracks in the field
14. Created overly elaborate mechanism to turn book pages
15. Took job as delivery boy for campus mail system
16. Study Astronomy and the movements of the moon
17. Research trip to ancient ruins. Pack animals died.
18. Housekeeper is a horrible cook. Manage to survive
19. Performed autopsies on several condemned prisoners
20. Edited Professor's newly written book