

P. Rex

Druid

Human

Strength

10

+0

Dexterity

11

+0

Constitution

11

+0

Intelligence

16

+3

Wisdom

20

+5

Charisma

12

+1

Bonus Stats

Renown: 5

Skills

SleightOfHand: 1

Nature: 2

Medicine: 6

Survival: 1

Intimidation: 3

Language

Bonus: 1

Magic

Cantrips

Bonus: 1

Extra

Contacts: 1

Handicap: Picks nose all the time

Bonus Skills: Half rations counts as full ration

Currency

Gold: 2

1. Locked yourself out of your own room. Picked the lock
2. Professor killed by bugbear. Visiting scholar fills in
3. Performed autopsies on several condemned prisoners
4. Study animal tracks in the field
5. Pranked University with an illusionary Dragon
6. Forcast a major flood and saved numerous lives
7. Snuck into class late every day for a month
8. First Aid course turn real when goblins attack
9. One month crafting Holy Symbols
10. Exchange knowledge with a Treant while sampling tree bark
11. Roomed with a student from another realm
12. Tamed Elementals for basic course. Rock dropped on foot
13. Created overly elaborate mechanism to turn book pages
14. Learned to Dance
15. Help create constructs for head wizard
16. Identify illness spreading through village
17. Study Astronomy and the movements of the moon
18. Completed a four week fast
19. Spell backfires. Fries your frontal lobe.
20. Received 1st in cantrips