

Rayne Wildgrowth

Druid

Elf

| <i>Strength</i> | <i>Dexterity</i> | <i>Constitution</i> | <i>Intelligence</i> | <i>Wisdom</i> | <i>Charisma</i> |
|-----------------|------------------|---------------------|---------------------|---------------|-----------------|
| 12 | 10 | 10 | 19 | 18 | 12 |
| +1 | +0 | +0 | +4 | +4 | +1 |

Bonus Stats

Renown: 2

Skills

SleightOfHand: 1

Religion: 2

Medicine: 5

Deception: -1

Persuasion: 1

Language

Bonus: 1

Inventory

Items: Adventuring Gear

Extra

Contacts: 1

Handicap: Picks nose all the time

Bonus Skills: May ask 1 hint on riddles (level 1-5)

Currency

Gold: 1

1. Robbed at knifepoint. Talked thugs out of it.
2. Wizard creates spell to build muscle. He gets rich. You get stronger.
3. Found a long lost document
4. Started "filling out" better late than never
5. Lonely nights. You learned to roll coins on your fingers.
6. Discover extinct primitive cult. Wrote book on their lore
7. Enchanted a kobold that followed you around
8. Created overly elaborate mechanism to turn book pages
9. Performed autopsies on several condemned prisoners
10. Sat in on inquest jury
11. First Aid course turn real when goblins attack
12. Developed a drug habit
13. Close relative was a healer. Taught you many things.
14. Solved riddle that barred entry to an ancient tomb
15. Edited Professor's newly written book
16. Scale the highest peak in your area in your free time
17. Climbed a cliff face to retrieve rare feather for a spell
18. Tamed Elementals for basic course. Rock dropped on foot
19. Blessed words from your diety fall on your ears
20. Caught writing papers for other students