

Lily Druid Doggo

<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
12	13	11	16	17	13
+1	+1	+0	+3	+3	+1

Bonus Stats

Renown: 2

Skills

SleightOfHand: 1

Nature: 2

Religion: 1

AnimalHandling: 2

Medicine: 2

Survival: 1

Deception: 1

Performance: 1

Persuasion: 1

Magic

Cantrips

Bonus: 1

Inventory

Items: Rank Insignia
Drawing Supplies/Scroll Case

Extra

Contacts: 3

Handicap: Picks nose all the time

Bonus Skills: Bear cub companion

Currency

Silver: 50

Past Experiences

1. Learned to play the flute
2. Help create constructs for head wizard
3. Omens become more meaningful to you
4. Snuck into class late every day for a month
5. Study Astronomy and the movements of the moon
6. Serve as a battlefield caster
7. Locked yourself out of your own room. Picked the lock
8. Study animal tracks in the field
9. Discovered two new species of plants. Useful in Alchemy
10. Saved fellow student from collapsing bookshelf
11. Overcome your shyness and become more outgoing
12. Forced to avoid crazy Ex while attending classes
13. Crash the Dean's Dinner uninvited. Blend in.
14. Tamed a small bear with reats and soft words
15. Spent months studying Architecture of nearby castle
16. Received 1st in cantrips
17. Helped elderly cleric minister to the poor
18. Like to gamble. Lose Regularly. Have to fight off bookies
19. Cared for elderly relatives
20. Poisoned by large spider in library. Recover.