

Test Test Test

<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
15	12	18	13	12	12
+2	+1	+4	+1	+1	+1

Bonus Stats

Renown: 4

Rank: 3

Skills

SleightOfHand: 1

Stealth: 2

History: 1

Nature: 2

Religion: 1

AnimalHandling: 1

Medicine: 1

Perception: 2

Survival: 2

Intimidation: 2

Persuasion: 1

Inventory

Items: Shovel
1 Warhorse

Extra

Bonus Skills: Advantage against ingested poison
Sailor feature
Proficient Siege Weapons

Currency

Past Experiences

1. Completed an incursion into the underdark. Ventured 300 miles
2. Latrine digging duty
3. Negotiated a surrender from an enemy
4. Honorably disarmed and faced an enemy with fists
5. Master Tactician. Promoted to Officer
6. Planned a perfect ambush. Lost no men.
7. Snuck onto an enemy ship and sabotaged it
8. Served as a scout
9. Jungle mission. Withstood thousands of bug bites.
10. In charge of placing horses in armor
11. Endured hot iron branding
12. Tracked enemy troops through the mountains
13. Buried the fallen
14. Put on potato peeling duty
15. Studied Historical battles
16. Received 40 lashes for punching an officer (they deserved it)
17. Served on a ship.
18. Survived several battles with many injuries
19. Arm caught in main ropes of a war machine
20. Loaded the catapult during a siege