ZIN

RACE	CLASS	PROF
High Elf	Mystic 5 Fighter 1	+3

AC	HP	MOVE
19	51	30′

STR −1 [8]

DEX +3 [16]

CON +2 [14]

INT +3 [16]

WIS +1 [12]

CHA −1 [8]

SAVES		
STR 0	DEX 0	CON 0
INT 6	WIS 4	CHA 0

SKILLS			
3	Acrobatics	1	Medicine
1	Animal	6	**Nature**
6	**Arcana**	4	**Perception**
-1	Athletics	-1	Performance
-1	Deception	-1	Persuasion
3	History	3	Religion
1	Insight	6	**Sleight**
-1	Intimidate	6	**Stealth**
3	Investigate	1	Survival

ATTRIBUTES	
3 Initiative	14 Pass Per
14 Spell DC	+6 ATK

DAMAKOS

RACE	CLASS	PROF
Tiefling	Sorcerer 6	+3

AC	HP	MOVE
12	32	30′

STR −1 [8]

DEX +2 [15]

CON +2 [14]

INT +1 [13]

WIS −1 [8]

CHA +3 [17]

SAVES		
STR 0	DEX 2	CON 5
INT 1	WIS -1	CHA 6

SKILLS			
2	Acrobatics	-1	Medicine
-1	Animal	1	Nature
4	**Arcana**	-1	Perception
0	Athletics	3	Performance
3	Deception	6	**Persuasion**
1	History	1	Religion
-1	Insight	2	Sleight
3	Intimidate	2	Stealth
1	Investigate	-1	Survival

ATTRIBUTES	
3 Initiative	14 Pass Per
14 Spell DC	+6 ATK

TREA

RACE	CLASS	PROF
Tiefling	Druid 6	+3

AC	HP	MOVE
15	45	30′

STR +2 15

DEX +2 14

CON +2 14

INT +3 16

WIS +2 15

CHA −1 8

SAVES		
STR 2	DEX 2	CON 2
INT 6	WIS 5	CHA -1

SKILLS		
2 Acrobatics	5 **Medicine**	
2 Animal	3 Nature	
3 Arcana	5 **Perception**	
2 Athletics	-1 Performance	
-1 Deception	-1 Persuasion	
3 History	6 **Religion**	
5 **Insight**	2 Sleight	
-1 Intimidate	2 Stealth	
3 Investigate	2 Survival	

ATTRIBUTES	
2 Initiative	15 Pass Per
13 Spell DC	+5 ATK

MAEBY

RACE	CLASS	PROF
Tabaxi	Rogue 6	+3

AC	HP	MOVE
15	45	30′

STR 0 10

DEX +3 16

CON +2 14

INT 0 10

WIS +1 12

CHA +2 14

SAVES		
STR 0	DEX 6	CON 0
INT 3	WIS 0	CHA 0

SKILLS		
9 **Acrobatics**	4 **Medicine**	
1 Animal	0 Nature	
0 Arcana	7 **Perception**	
0 Athletics	2 Performance	
5 **Deception**	2 Persuasion	
4 History	0 Religion	
4 **Insight**	6 **Sleight**	
5 **Intimidate**	9 **Stealth**	
3 **Investigate**	1 Survival	

ATTRIBUTES	
3 Initiative	17 Pass Per
- Spell DC	+6 ATK