

NIZ

ZIN

RACE		CLASS		PROF	
High Elf		Mystic 5 Fighter 1		+3	
AC		HP		MOVE	
19		51		30'	
<div>STR −1⁸ DEX +3¹⁶ CON +2¹⁴ INT +3¹⁶ WIS +1¹² CHA −1⁸</div>	SAVES				
	STR		DEX		CON
	0		0		0
	INT		WIS		CHA
	6		4		0
	SKILLS				
	3	Acrobatics	1	Medicine	
	1	Animal	6	Nature	
	6	Arcana	4	Perception	
	−1	Athletics	−1	Perform	
−1	Deception	−1	Persuade		
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

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RACE		CLASS		PROF	
Tiefling		Sorcerer 6		+3	
AC		HP		MOVE	
12		32		30'	
<div>STR −1⁸ DEX +2¹⁵ CON +2¹⁴ INT +1¹³ WIS −1⁸ CHA +3¹⁷</div>	SAVES				
	STR		DEX		CON
	0		2		5
	INT		WIS		CHA
	1		-1		6
	SKILLS				
	2	Acrobatics	-1	Medicine	
	-1	Animal	1	Nature	
	4	Arcana	-1	Perception	
	0	Athletics	3	Perform	
3	Deception	6	Persuade		
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

TREA

RACE		CLASS		PROF	
Tiefling		Druid 6		+3	
AC		HP		MOVE	
15		45		30'	
<div>STR +2¹⁵ DEX +2¹⁴ CON +2¹⁴ INT +3¹⁶ WIS +2¹⁵ CHA -1⁸</div>	SAVES				
	STR		DEX		CON
	2		2		2
	INT		WIS		CHA
	6		5		-1
	SKILLS				
	2	Acrobatics	5	Medicine	
	2	Animal	3	Nature	
	3	Arcana	5	Perceptio	
	2	Athletics	-1	Perform	
	-1	Deception	-1	Persuade	
	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

MAEBY

RACE		CLASS		PROF	
Tabaxi		Rogue 6		+3	
AC		HP		MOVE	
15		45		30'	
<div>STR</div> <div>0¹⁰</div> <div>DEX</div> <div>+3¹⁶</div> <div>CON</div> <div>+2¹⁴</div> <div>INT</div> <div>0¹⁰</div> <div>WIS</div> <div>+1¹²</div> <div>CHA</div> <div>+2¹⁴</div>	SAVES				
	STR		DEX		CON
	0		6		0
	INT		WIS		CHA
	3		0		0
	SKILLS				
	9	Acrobatic	4	Medicine	
	1	Animal	0	Nature	
	0	Arcana	7	Perception	
	0	Athletics	2	Perform	
5	Deception	2	Persuade		
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		