







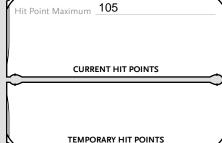
- -1 Strength +7 Dexterity +1 Constitution +2_ Intelligence O +2 Wisdom ● <u>+8</u> Charisma SAVING THROWS
- O +4 Acrobatics (Dex) • +8 Animal Handling (Wis) O +5 Arcana (Int) • +5 Athletics (Str)
- +14 Deception (Cha) • +14 History (Int)
- +5 Insight (Wis)
- O +5 Intimidation (Cha)
- O +5 Investigation (Int)
- O +5 Medicine (Wis)
- O +5 Nature (Int)
- +8 Perception (Wis)
- O +5 Performance (Cha) O +5 Persuasion (Cha)
- O +5 Religion (Int)
- O <u>+4</u> Sleight of Hand (Dex)
- <u>+7</u> Stealth (Dex)

PASSIVE WISDOM (PERCEPTION)

O +5 Survival (Wis)

SKILLS







TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

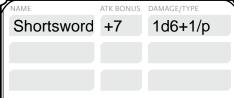
IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS



Armor: Studded Leather

Armor

Shield: None

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- --Bardic Inspiration (2d12/SR)
- --Battle Magic
- --Cantrip**
- -- Combat Inspiration
- --Countercharm
- --Criminal Contact
- --Darkvision (60')
- -- Expertise
- --Extra Attack (x2)
- -- Fey Ancestry
- --Font of Inspiration
- -- Jack of All Trades
- -- Magical Secrets
- --Song of Rest (1d12)
- --Superior Inspiration
- --Trance

TODO: Describe other features and abilities your character has.

ATTACKS & SPELLCASTING

Proficiencies:

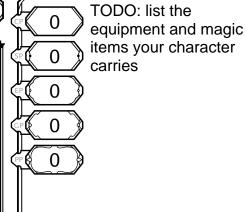
CHARISMA

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, three musical instruments of your choice, longswords, shortswords, shortbows, longbows.

Languages:

Common, Elvish, [choose one]

OTHER PROFICIENCIES & LANGUAGES



FEATURES & TRAITS