





- -1 Strength +7 Dexterity +1 Constitution +1_ Intelligence O +2 Wisdom • +8 Charisma SAVING THROWS
- O +4 Acrobatics (Dex) O +5 Animal Handling (Wis) O +4 Arcana (Int) O +2 Athletics (Str) • +14 Deception (Cha)
- +5 Insight (Wis) O +5 Intimidation (Cha) O +4 Investigation (Int) O +5 Medicine (Wis)

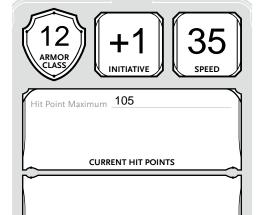
+4 History (Int)

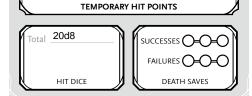
- O +4 Nature (Int) • +8 Perception (Wis)
- +14 Performance (Cha) • +8 Persuasion (Cha)
- +7 Religion (Int)
- O _+4 Sleight of Hand (Dex)
- <u>+7</u> Stealth (Dex)

PASSIVE WISDOM (PERCEPTION)

O +5 Survival (Wis)

SKILLS





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

PERSONALITY TRAITS

TODO: What does your character believe in?

IDFALS

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: Leather Armor

Shield: None

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- --Bardic Inspiration (2d12/SR)
- --Countercharm
- --Criminal Contact
- --Darkvision (60')
- -- Expertise
- -- Fey Ancestry
- --Font of Inspiration
- -- Jack of All Trades
- --Magical Secrets
- -- Mantle of Whispers
- -- Mask of the Wild
- --Psychic Blades (8d6)
- --Shadow Lore
- --Song of Rest (1d12)
- --Superior Inspiration
- --Trance
- --Words of Terror ______

TODO: Describe other features and abilities your character has.

ATTACKS & SPELLCASTING

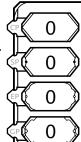
Proficiencies:

CHARISMA

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

Languages: Common, Elvish

OTHER PROFICIENCIES & LANGUAGES



TODO: list the equipment and magic items your character carries

FEATURES & TRAITS