





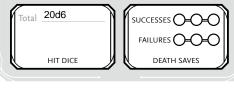
- O +0 Strength
 O -1 Dexterity

 +8 Constitution
 O +2 Intelligence
 O +1 Wisdom
 +9 Charisma

 SAVING THROWS
- O _-1 Acrobatics (Dex)
 O _+1 Animal Handling (Wis)
 O _+2 Arcana (Int)
 O _+0 Athletics (Str)
- +9 Deception (Cha)
 +8 History (Int)
- +7 Insight (Wis)+3 Intimidation (Cha)
- O +2 Investigation (Int)
 O +1 Medicine (Wis)
- O <u>+2</u> Nature (Int)
- O +1 Perception (Wis)
- O +3 Performance (Cha)
- +9 Persuasion (Cha)
- O +2 Religion (Int)
- O _-1 Sleight of Hand (Dex)
- O _-1 Stealth (Dex)
- O <u>+1</u> 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: None Shield: None

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- --Amphibious
- --Bend Luck
- --Control Air and Water
- --Controlled Chaos
- --Emissary Of The Sea
- --Font of Magic
- --Guardians of the Depths
- --Kept in Style --Metamagic
- --Sorcerous Restoration
- --Spell Bombardment
- --Tides of Chaos
- --Wild Magic Surge

TODO: Describe other features and abilities your character has.

ATTACKS & SPELLCASTING

(11 **)**)

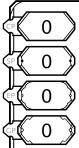
PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaffs, light crossbows.

Languages: [choose one], Common, Primordial

OTHER PROFICIENCIES & LANGUAGES



TODO: list the equipment and magic items your character carries

EQUIPMENT

FEATURES & TRAITS