Pyc DeFeywilde /(Peace/)

Young Adult Half-Elf
Neutral Good
Level 6 Cleric Peace Domain

Pronouns - she/her
Occupations - Merchant
Armor Class - 12
Hit Points - 35 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
12	15	10	11	14	16
(+1)	(+3)	(+0)	(+1)	(+2)	(+3)

Saving Throws -
Skills -
{"Half-Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws agaisnt charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon"}], "Cleric Abilities"=> [{"Spellcasting"=>[{"Spell DC"=>13, "Cantrips"=>"Resistance, Sacred Flame, Toll The Dead, Thaumaturgy", "1st Level"=>"Bane, Bless, Protection From Evil and Good, Purify Food and Drink", "2nd Level"=>"Calm Emotions, Hold Person, Zone of Truth", "3rd Level"=>"Dispel Magic, Mass Healing Word, Remove Curse"}], "Channel Divinity"=>"Turn Undead, Destroy Undead"}], "Peace Domain Abilities"=> [{"Spellcasting"=>[{"Spell DC"=>13, "1st Level"=>"Heroism, Sanctuary", "3rd Level"=>"Aid, Warding Bond", "5th Level"=>"Beacon of Hope, Sending"}], "Emboldening Bond"=>"you can forge an empowering bond among people who are at peace with one another. As an action, you choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.", "Channel Divinity"=>[{"Balm of Peace"=>"you can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to 2d6 + your Wisdom modifier (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action."}], "Protective Bond"=>"the bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is
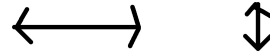
ROLEPLAYING

Introduction

A beautiful woman gestures towards equally beautiful clothes hanging from a market stall. /"Woven wares for your perusal/"

Appearance

Slender and well built. Piercing silvery eyes and curled golden hair. Ornately patterned and fur-lined lined gown.

Expressions

Fine fabrics are not the sole province of aristocrats

Anything you choose can be garnished to your liking

Mannerisms

Graceful and polite. Holds finger to mouth while thinking. Patiently unfolds and folds her

about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead."}]}

Proficiencies -
Proficiency Mod - +3

Languages -
Common   Elven   Halfling
{"id"=>"weaver_and_textile_guild",
"name"=>"Weaver and Textile Guild"}
Adjectives - Empathetic, Regal, Peaceful,

Special Abilities   -

Special Equipment   -

Combat Tactics
Pyc will do everthing in her power to diffuse any violence

Actions   -

Factions

products for show.

Motivations

To genuinely create fine fabrics and clothing. To bring luxuriousness to the common classes.

Passions

Closing the class-divide. Preventing a monopoly on fine fabric

Secrets

N/A

within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to 2d6 + your Wisdom modifier (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action."}], "Protective Bond"=>"the bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead."}]}

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