

Pyc DeFeywilde /(Peace/)

## PYC DEFYWILDE /(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 againsts 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

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2500 x 3235

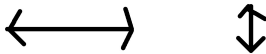


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## ROLEPLAYING

### 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

10 x 3235



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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

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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