



## POSSESSION ON PERSON

[illegible]

**POSSESSION NOT ON PERSON**

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<b>53.0 lb</b>	<b>0 - 150 lb</b>	<b>0 - 300 lb</b>
Current	Carrying Capacity	Push, Drag, Lift <sup>3</sup>

<sup>3</sup> Speed drops to 5ft if you Push or Drag above 150 lb

COINAGE		GEMS, JEWELRY, ART OBJECTS		
Carrying	Total	Item	QTY	Value
<b>Platinum</b>				
1 Platinum = 10 Gold				
<b>Gold</b>				
1 Gold = 2 Electrum				
<b>Electrum</b>				
1 Electrum = 5 Silver				
<b>Silver</b>				
1 Silver = 10 Copper				
<b>Copper</b>				
Coins				
Weight				
Wealth	gp	gp		

**FAMILIAR**

NAME		TYPE					PROFICIENCY BONUS
ARMOR CLASS							
HIT POINTS		Remaining					
		STR	DEX	CON	INT	WIS	CHA
ABILITY SCORES							
SAVING THROWS							
Resistances							
Immunity							
Vulnerability							
Senses							
Languages							
Carrying		Max. Carry Weight			Push, Drag, Lift <sup>3</sup>		
SKILLS							
<input type="radio"/> Acrobatics		<input type="radio"/> Insight		<input type="radio"/> Performance			
<input type="radio"/> Animal Handling		<input type="radio"/> Intimidation		<input type="radio"/> Persuasion			
<input type="radio"/> Arcana		<input type="radio"/> Investigation		<input type="radio"/> Religion			
<input type="radio"/> Athletics		<input type="radio"/> Medicine		<input type="radio"/> Sleight of Hand			
<input type="radio"/> Deception		<input type="radio"/> Nature		<input type="radio"/> Stealth			
<input type="radio"/> History		<input type="radio"/> Perception		<input type="radio"/> Survival			
ACTIONS		Initiative	Speed	Other			
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2							
3							
4							

## TRAITS

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## MOUNT

NAME		TYPE		PROFICIENCY BONUS			
ARMOR CLASS							
HIT POINTS		Remaining					
ABILITY SCORES		STR	DEX	CON	INT	WIS	CHA
SAVING THROWS							
Resistances							
Immunity							
Vulnerability							
Senses							
Languages							
Carrying		Max. Carry Weight		Push, Drag, Lift <sup>a</sup>			
SKILLS							
<input type="checkbox"/> Acrobatics		<input type="checkbox"/> Insight		<input type="checkbox"/> Performance			
<input type="checkbox"/> Animal Handling		<input type="checkbox"/> Intimidation		<input type="checkbox"/> Persuasion			
<input type="checkbox"/> Arcana		<input type="checkbox"/> Investigation		<input type="checkbox"/> Religion			
<input type="checkbox"/> Athletics		<input type="checkbox"/> Medicine		<input type="checkbox"/> Sleight of Hand			
<input type="checkbox"/> Deception		<input type="checkbox"/> Nature		<input type="checkbox"/> Stealth			
<input type="checkbox"/> History		<input type="checkbox"/> Perception		<input type="checkbox"/> Survival			
ACTIONS							
Initiative		Speed		Other			
1							
2							
3							
4							


## TRAITS

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LEVEL 4	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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CHARACTER PORTRAIT



HONOR

SANITY

PERSONALITY TRAITS

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.

The common folk love me for my kindness and generosity.

IDEAL

Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)

BOND

Nothing is more important than the other members of my family.

FLAW

I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

RACE, BACKGROUND, CLASS & FEATS

RACE. Protector Aasimar

- +1 Wisdom, +2 Charisma
- Size. Medium
- Speed. 30ft
- Darkvision 60ft
- Celestial Resistance. resistance to necrotic and radiant damage
- Healing Hands. as an action, touch creature and heal 1 hit points, regain ability after a long rest
- Light Bearer. know the Light cantrip
- Light (evocation) cast 1 act, range touch, duration 1 hr, component VM
- 1 object (10ft cube), 20ft rad bright light +20ft dim (any color), ends if dismissed (action) or re-cast
- Spell Ability (Cha) Save DC 13
- Languages. Common, Celestial

BACKGROUND. Noble

- Feature. Position of Privilege
- Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are.
- Skills. History, Persuasion
- Tools. One type of gaming set
- Lifestyle. Wealthy, 4 gp per day
- Languages. One of your choice

CLASS. Bard

- Armor. Light armor
- Weapons. Simple weapons, hand crossbows, long swords, rapiers, short swords
- Tools. Three musical instruments of your choice
- Saves. Dexterity, Charisma
- Skills. Choose any 3
- Spellcasting
  - Spell slots: finishing a long rest restores any expended spell slots.
  - Cast any known bard spell as a ritual if that spell has the ritual tag.
  - Spellcasting focus: musical instrument
- Bardic Inspiration (d6)
  - Use a bonus action to grant one creature within 60ft who can hear you 1 Bardic Inspiration die.
  - Once within the next 10 min, it can roll the die and add it to one ability check, attack roll, or saving throw. This can be used 3 times, expended uses are regained after a long rest

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

FACTION

Lords' Alliance

RANK

RENOWN

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ENEMIES

