



Caleb

Race Human
Class Wizard

Ability Points

STR 9	DEX 16	CON 14
INT 16	WIS 10	CHA 12

Proficiencies

Sleight of Hand
Stealth
Arcana
History
Cantrips



Spells



Venture Forth







Jester

Race Mephistopheles Tiefling
Class Cleric
Subclass Trickery Domain
Deity Garl Glittergold

Ability Points

STR 10	DEX 14	CON 14
INT 10	WIS 15	CHA 11

Proficiencies

- History
- Religion
- Insight
- Persuasion
- Cantrips





Veth

Race Lightfoot Halfling

Class Rogue

Ability Points

STR 9	DEX 17	CON 14
INT 15	WIS 8	CHA 10

Proficiencies

- Acrobatics
- Sleight of Hand
- Stealth
- Animal Handling
- Survival
- Deception
- Persuasion





Venture Forth



Shakaste

Race	Human
Class	Cleric
Subclass	Life Domain
Deity	Corellon Larethian

Ability Points

STR 16	DEX 11	CON 14
INT 10	WIS 16	CHA 10

Proficiencies

- History
- Religion
- Insight
- Medicine

Cantrips



