

Entertainer

PLAYER NAME

Chaotic Good

EXPERIENCE POINTS



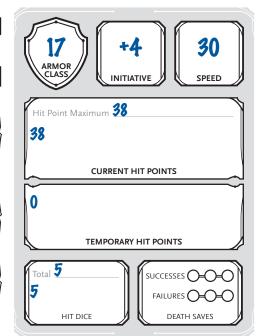
Medicine (Wis) +1 Nature (Int) Perception (Wis) Performance (Cha)

Persuasion (Cha)

Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)

SKILLS

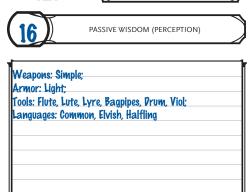
CHARISMA



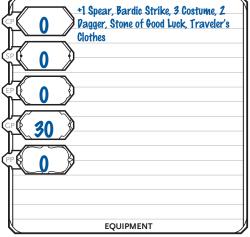








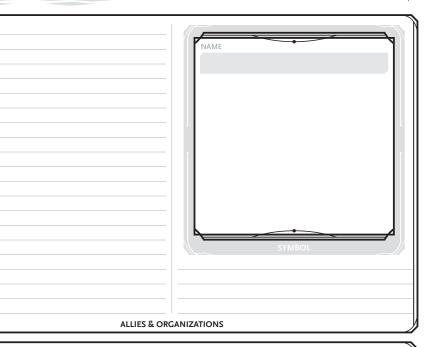
OTHER PROFICIENCIES & LANGUAGES





AGE HEIGHT WEIGHT
EYES SKIN HAIR





Calon was born in the bustling free city of Mirondal, a vibrant cultural hub where art, music, and dance were woven into the daily life. From a young age, he captivated audiences with his performances, becoming a beloved figure known for his impassioned storytelling through dance. By his mid-twenties, Calon wasn't just an artist—he was a pillar of the community, leading festivals and using his platform to rally support for social causes.

When the Empire conquered Mirondal, life changed overnight. The city's spirit was crushed under the weight of foreign rule. Refusing to let his people's identity fade, Calon formed a political party of resistance, inspiring hope through public gatherings and performances. His art became a weapon, a call to action cloaked in

The Empire, unwilling to risk public outrage by silencing him outright, found a different way to deal with Calon. He was drafted into the imperial army and sent to a remote garrison on the frontier—a barren wasteland far from the city he loved. His commanding officer, a bitter man with no love for "dancing rebels," viewed Calon with disdain and frequently assigned him to perilous missions meant to ensure his demise. But Calon refused to be broken. Against all odds, he survived every mission, using his agility, charisma, and wit to outmaneuver both enemies and the oppressive system. To his own surprise, he was able to adapt his knowledge of movement to make him a formidable

Backpack, Bedroll, Bell, Bullseye Lantern, Mirror, 8 Oil, Perfume, Potion of Greater Healing, 9 Rations, Tinderbox, Waterskin

ADDITIONAL FEATURES & TRAITS

TREASURE

CHARACTER BACKSTORY

0 CANTRIPS	3 Z 0	6
Message (SM)	O Pispel Magic (VS)	0
Minor Illusion (SM)	O Hypnotic Pattern (SMC)	0
Starry Wisp (VS)	0	0
	0	0
	0	0
	0	0
	0	0
SPELL LEVEL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 4 10	0	[7]
Pisquise Self (VS) SPELL NAME	0	0
• Feather Fall (VM)		0
○ <u>Healing Word (V)</u>	4	0
0		0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	
0	0	8
0	0	
0	0	0
	0	0
2 3 10	0	0
O Enhance Ability (VSMC)	0	0
O Heat Metal (VSMC)		0
O Invisibility (VSMC)	[5]	0
O Silence (VSRC)	0	
0	0	9
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0