

Amanita “Shrooms” Telglinamyr



Str 11 8 — Sickle

Level 3 Feylock/Tome

Dex 14 6 — Stealth, Daggers

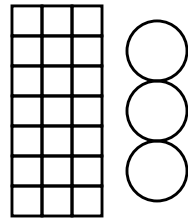
Con 13 7

Int 11 8 — Nature, Religion

Wis 13 7 — Save, Perception

Cha 16 5 — Save, Casting

HP/HD



AC

15

+3

DMG

13

DC

Gear

*A sickle,
a component pouch,
a book of Shadows,
a scholar's pack,
and three daggers.*

Traits

I like to keep it mellow.

Also, I take the inner journey seriously.

Ideal

*Nature is always more valuable than
anything produced by civilization.*

Bonds

*I've made a pact with the Fay
Chantarelle to practice her witchcraft.
Also, foster siblings are thicker than water.*

Flaw

*I have an willingness to engage
emotionally with those others would
consider my enemies.*