

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Flute

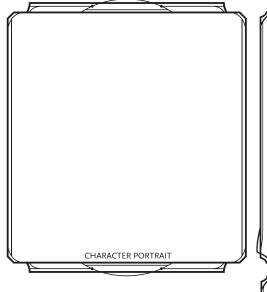
Languages. Common, Keldon, Abyssal

PROFICIENCIES & LANGUAGES

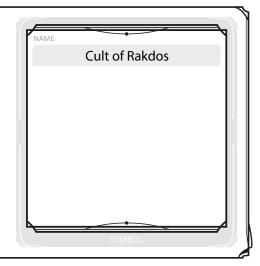
ATTACKS & SPELLCASTING



Female	31	6'8"	110 lb.
GENDER	AGE	HEIGHT	WEIGHT
Black	Obsidian		Long
EYES	SKIN		HAIR



CHARACTER NAME



I can't stand it when things are predictable, so I like to add a little chaos to every situation. I enjoy testing other people's patience.

PERSONALITY TRAITS

Freedom. No one tells me what to do. (Chaotic)

IDEAL

I want to be better at my chosen form of performance than any other member of my troupe.

BOND

When I'm angry, I lash out in violence.

FLAW

You're an entertainer at heart. a performer with a Hair for the dramatic and a love of the spotlight. You've spent years honing your craft, mastering a demanding set of skills so you can perform them with panache and make them look easy. The wild applause, the screams of the crowds, the mayhem and terror spreading into the streets-this is what you live for.

**ALLIES & ORGANIZATIONS** 

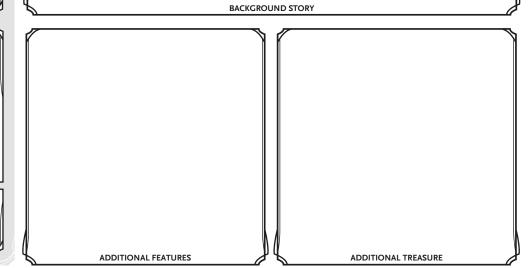
You're also a member of a cult devoted to an ancient demon who delights in vio le nce and chaos. It just so happens that Rakdos loves a good show, and your highest aspiration is to please the Defiler, the Lord of Riots, with your own performance.

## Underdark Experience

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

BACKGROUND FEATURE

TRINKET



## Entertainer's Pack Studded Leather Whip Equipment Packs Weapons Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 Made from tough but flexible leather, studded leather is days of rations, a waterskin, and a disguise kit. reinforced with close-set rivets or spikes. Player's Handbook 10 lbs. 13 lb. Player's Handbook Player's Handbook Whip Katana, Finesse Cult of Rakdos Guild Insignia Guild Insignia Weapons Weapons Historically, katana widely varied in size and weight. If you would prefer a katana that emphasizes fast, precise cuts, Members of Ravnica's guilds typically carry guild insignia with them, though in some cases (notably House Dimir) the insignia might be carefully hidden. A replacement insignia costs 5 gp and is available only to members of the guild. Any character can use the insignia of their guild as a spellesting focus. then you can choose this variation instead. spellcasting focus. Player's Handbook D&D Wiki Guildmasters' Guide to Ravnica Ring of Animal Influence This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells: • Animal friendship • (save DC 13) • Fear • (save DC 13), targeting only beasts that have an Intelligence of 3 or lower • Speak with animals