

Everybody's Friend



You develop your magnetic personality to ease your way through the world. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You gain proficiency in Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

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EVERYBODYS FRIEND

Prerequisite: Half-elf