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| **Character** | Amadahy “Ama” (Forest Waters) | **Level** | 1st | **Max HP** | 10 |

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| **Strength** | | | **Intelligence** | | | **Wisdom** | | | **Dexterity** | | | **Constitution** | | | **Charisma** | | |
| 13 | / | +1 | 16 | / | +2 | 13 | / | +1 | 18 | / | +3 | 13 | / | +1 | 12 | / | +0 |

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| **Fortitude** | **Reflex** | **Will** | **Initiative** | **Move** | **BAB** |
| 2 | 3 | 3 | +3 | 6 | 1 |

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| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Long Bow | 8 (1+3+1+1+2) BAB+Dex+WF+AW+EP | 1d6 / 1d8 | 20/3x | 20 | P |
| Club | +2 | 1d4 / 1d6 | 20 | 2 | C |
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| **Armor Class (Normal / Flat-footed / Touch)** | 16 | 13 | | 13 |
| **Check Penalty / Max Dexterity Bonus** | -1 | | 5 | |

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| **Armor/Weapon Proficiencies** | | |
| Simple Unarmed | Simple 1H | Martial Ranged |
| Light Armor |  |  |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Primary Skills (modified and passive)** | | | | | | | | |
| Acrobatics | Dex | 4/11 | Intimidation | Cha | -3/10 | Manipulate Device | Dex | N/A | |
| Animal Handling | Cha | -3/10 | Investigation | Int | -1/10 | Perception | Wis | 3/12 | |
| Athletics | Str | -2/10 | Knowledge Arcana | Int | 3/11 | Perform | Cha | -3/10 | |
| Concentration | Con | -2/10 | Knowledge History | Int | N/A | Persuasion | Cha | -3/10 | |
| Deception | Cha | -3/10 | Knowledge Nature | Int | 3/11 | Sleight of Hand | Dex | N/A | |
| Heal | Wis | -2/10 | Knowledge Religion | Int | N/A | Stealth | Dex | 4/11 | |
| Insight | Wis | -2/10 | Language | Int | N/A | Survival | Wis | 3/12 | |
| **Craft/Profession Skills (modified and passive)** | | | | | | | | |
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## Mundane Feats / Powers / Notes

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| --- |
| Weapon Focus (WF, Martial Ranged) +1 to hit |
| Attuned Weapon (AW, Kata, Passive) +1 to hit with attuned bow |
| Marked by the Sea (see Secrets: 1 hour breathe underwater, +10 athletics checks involving swimming) |
| The Elven Path (EP, longbow +2 to hit) |
| Feather Foot (-4 Survival to those attempting to track me; hide tracks of up to 5 others -2 Survival to track) |
| Darkvision: 60 feet/12 squares |
|  |
| **Martial Adept:** 1 / Chi: 2 / Power Rating: 14 |
| **Kata:** Attuned Weapon (+1 to hit, passive), Penetrate (+2 to hit, -3 damage reduction, action) |
|  |
| **Domain:** Tower Arcanum / Rank: 1 / Mana: 1 / Power Rating: 13 |
| 1st: Barricade, Missile Arcanum, Detect Magic |

## Equipment

|  |  |
| --- | --- |
| Long bow | Knife, Skinning |
| Quivers (2) | Pouch, Small |
| Arrows (20) | Waterskin, 2qt |
| Club |  |
| Dagger |  |
| Studded Leather |  |
|  |  |
| Backpack |  |
| Bed Roll |  |
| Silk Rope (50’) |  |
| Grappling Hook |  |
| Rations (7 days) |  |
| Case, Map or Scroll |  |
| Sack, Small |  |
| Candles (10) |  |
| Flint and Steel |  |
| Cook Kit |  |
| Clothing, Basic |  |
| Cape, Cloth |  |
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| Wealth: 7 pp, 2 gp, 9 sp, 1 cp | |
| Weight Allowance: 65lb / Weight Carried: 63 | |

## Notes

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**Feats:**

**The Elven Path (Elven Heritage)**

Elven communities are isolated, but most hold to a core of traditional beliefs and practices. This attitude carries over to Elven fighting techniques, which favor short swords, long swords, and bows (excluding crossbows). **The Elven Path** grants a +2 attack bonus with one of these weapons. It may be taken once per weapon.

**Feather Foot (Elven Heritage)**

Elves who spend long hours in the woods learn to walk without leaving a trace. Attempts to track an elf with **Feather Foot** suffer a -4 **Survival** check penalty. Characters with this feat can use their skills to hide the tracks of up to five additional medium-size creatures. Trackers suffer a -2 **Survival** check penalty.

**Weapon Focus (Martial Ranged)**

**Weapon Focus** allows a character to choose one weapon proficiency category as a focus of their martial training. This power grants a +1 attack bonus when using the any weapon in the chosen category. This feat may be chosen multiple times, but each instance applies to a different proficiency category.

**Weapon Specialist (Martial Ranged) (taken at 2nd level)**

**Weapon Specialist** is an improvement upon Weapon Focus. It grants a +2 damage bonus when using weapons of the chosen proficiency. This feat may be chosen multiple times, but each instance must apply to a different weapon proficiency.

**Point Blank Shot (taken at 2nd level)**

When firing or throwing a ranged weapon at very close targets, a combatant with Point Blank Shot gains a +1 bonus to their attack and damage rolls. Very close is defined as one range increment or 6 squares, whichever is shorter.

**Kata:**

**Attuned Weapon (1st, Long Bow)**

* Use: 1 chi, committed
* Duration: until severed
* Prerequisites: **Weapon Focus**

The adept uses **Attuned Weapon** to form a lasting bond between themselves and a specific, chosen **Weapon Focus** weapon. This link enables certain powers of the physical realm, grants a +1 attack bonus, and allows the adept to sense the weapon’s direction and distance should it be lost or stolen. Attunement requires several hours of ritualized practice with the chosen weapon. An adept can attune one weapon per power level, and each attunement commits one chi from the adept’s pool. The link between adept and weapon is broken by the destruction of the weapon or at will by the adept. Some spells and powers may also sever the link. Committed chi returns if the link is broken.

**Penetration (1st)**

* Use: 1 chi, action
* Duration: 3 attacks
* Prerequisites: **Weapon Focus**

**Penetration** allows the adept to negate some of a foe’s damage reduction. This kata requires the use of a piercing class **Weapon Focus** weapon. When active it grants a +2 damage bonus and negates 3 points of damage reduction for each affected attack. Penetration can be used with missile weapons that fire piercing missiles.

**Precise Shot (1st) (taken at 2nd level)**

* Use: passive
* Duration: N/A
* Prerequisites: **Point Blank Shot**

The adept can fire into melee without suffering the usual -4 penalty on attack rolls. When firing into a grapple, they have a 50% chance to hit their desired target.

**Elemental Manifestation (2nd) (taken at 2nd level)**

* Use: 2 chi, action, attuned
* Duration: combat
* Prerequisites: **Attuned Weapon**

An adept using **Elemental Manifestation** imbues their **attuned** weapon with chi that manifests as elemental energy. The weapon radiates one of the following elemental attributes:

* **Fire** – Flames play along the weapon’s length, inflicting 1d6 additional fire damage to any target struck. It also provides light equivalent to a torch and can set flammable objects alight. A character carrying a flaming weapon cannot use **Stealth**.
* **Sound** – A constant reverberation runs through the weapon, generating a discordant hum. Any target struck by a weapon manifesting sound must make a **Fortitude** save or be **stunned** and **deafened** for 3 rounds. Sound-enhanced weapons negate **Stealth** and penetrate 3 points of item hardness when attempting to destroy items.
* **Lightning** – Tiny bursts of electrical energy light the weapon, inflicting 1d6 additional damage to any target struck. Targets in metal armor take +2 damage.
* **Ice** – The weapon radiates bitter cold, inflicting 1d6 additional cold damage. Targets must make a **Fortitude** save or become **chilled**.

When used on a ranged weapon **Elemental Manifestation** causes the listed effects to apply to each

missile fired. Mundane missiles fired in this manner are destroyed on impact. Adepts are immune to

their own weapon effects.

**Spells:**

**Barricade (1st)**

**Requirements** V, S **Range** 0

**Casting Time** 1A **Target** Caster

**Save** None **Duration** 6 rounds, direction**Barricade** creates globe of force around the adept that moves as they do. It provides a +2 AC bonus and grants 3/magic damage reduction when cast. The adept may direct Barricade to protect against elemental or arcane damage, in which case it grants advantage on appropriate saving throws and reduces damage taken from the relevant element by 3.

**Missile Arcanum (1st)**

**Requirements** V, S **Range** 0

**Casting Time** 1A **Target** Caster

**Save** None **Duration** 6 rounds, direction

**Missile Arcanum** creates 6 crystals of arcane energy that float above the caster’s head. The caster may

fire missiles, one at a time, by directing them at a target and making a ranged touch attack. Missiles do

1d6+1 damage and are destroyed on impact. Treat them as +1 magic weapons for damage reduction

purposes. They have a maximum range of 12

**Detect Magic** **(1st)**

**Requirements** V, S **Range** 0

**Casting Time** 1R **Target** Caster

**Save** None **Duration** 2 turns, concentration

**Detect Magic** lets the caster see the magical aura of items that are enchanted and people under the

influence of spells. The aura’s intensity gives a general indication of the power of the enchantment but

does not convey any information as to its purpose. The caster may examine a 2 x 2 square area each

round. **Detect Magic** detects spell-based illusions as magical but doesn’t negate the illusion itself. It does

not detect illusions created by magical beasts or natural sources.

**Identify** **(1st)** **(Learned at 2nd Level)**

**Requirements** V, S, M, consumed **Range** 0

**Casting Time** 1R **Target** 1 object

**Save** Special **Duration** 1 turn

**Identify** figures out the magical characteristics of a magic item such as a scroll, wand, sword, or ring. To

cast the spell, the adept must have a clear rock crystal, which shatters when the spell is cast, and handle

the item for the duration of the spell. When the spell is complete, the item makes a saving throw. If it

fails, **Identify** reveals one or more characteristics of the item. If it succeeds by more than 5, the spell

may give a false result

**Extended Background**

Family:

* Father (RIP): Nuhu Anh (meaning Woodsman, from an elvish forest spirit)
* Mother: Talula (meaning Leaping Water)
* Stepfather: Kosumi (meaning spear fisher)
* Grandmother: Pachua (meaning feathered water snake)

Background

Amadahy (Ama) grew up in Dimdell, the forest city from whence her father came. She was a restless child, a lover of the outdoors, never satisfied to stay home and learn spell craft from her mother Talula (who hailed from the remote seaside city of Southshore). Instead, she preferred to travel around Mendia with her father Nuhu Anh, a dashing and accomplished hunter and fur trader. The pair were inseparable for much of her early life, well known throughout most of the Free Cities and especially Cairn. When her father was out on hunting expeditions with local guides in cities other than Dimdell, he often left Ama in the care of friends—he had many of those. When in Cairn, she stayed with family friends who lived near the local orphanage, and it was there that she met and befriended hardy human Randor, the dwarf Mjord, and the charming human Tern. The three were inseparable when Ama was in town and she was always loathe to leave them even when her father returned and they were away to some other adventure in some other city.

As she grew older, she was included more and more often in her father’s hunting expeditions, learning archery and the hunting trade (her secondary skill). But a little over a year ago everything changed. Ama, her father, and a small band of others from the Free City of Silverfall were tracking a man-killing bear down a ravine when they inadvertently triggered a landslide. Both of her father's legs were crushed in the slide and he was taken back to Silverfall where he died three days later from an infection.

Ama was not ready to take over her father's fur trade business, nor to strike out on her own. She and her mother moved to Southshore, living in her maternal grandparent's home. Ama's mother became despondent in her grief, and her only solace was to finally have time with her daughter and teaching Ama the skill of magic.

Ama's grandparents, however, had plans for their daughter and were soon pressuring Ama's mother into remarrying. They had never approved of Talula running off with Nuhu Anh, a Dimdell hunter, in the first place. According to them, Ama should have stayed home and allowed them to arrange a marriage with some suitable, respectable (by which they meant rich) local miner or fisherman. Ama's mother was in no state to resist them now and was soon married to a up and coming fisherman named Kosumi, an older elf of coarse manner and greedy disposition, the owner of a small fleet of fishing boats that employed several dozen local sailors and fishermen. This was not the life Ama wanted.

Stuck in a town she did not know or like, surrounded by manipulative relatives and forced to study magic with no chance of getting out into the world, no chance for the excitement of new places and new people, Ama finally had had enough. She ran away one night, taking her hunting/fighting gear and only enough food to get her to Ironhold where she happily discovered her old friends from the Cairn orphanage: Randor, Mjor, and Tern. They were preparing to journey to Eastgate on the search for a missing friend. Tag along? Heck, yeah!

Secrets

Southshore is geographically isolated, but that's not the only reason few people travel there. The community is insular and unwelcoming because centuries ago the inhabitants made their peace with the Sahuagin that inhabit the Green Sea. They sacrificed children to the Scaled Eye, Sekah, and received the foul blessing of the Endless Depth. Some of the first cultists used their gifts to make pilgrimages to the great temple in Shesh Sekah. They came back... changed, and those changes affected their children and their children's children, unto the current generation. It is common knowledge that the Sahuagin worship Sekah as a god, but the human and elven Cult of the Scaled Eye is a dark secret enforced by magically adept assassins.

Descendants of the first pilgrims are Marked by the Sea. They all have patches of scaly skin somewhere on their bodies and slightly webbed fingers and toes. While underwater, nictitating membranes (normally almost invisible) protect their eyes so they can see clearly, The Marked can breathe water for up to one hour and have a +10 bonus to all Athletics checks involving swimming.

Humans and Elves who are Marked can learn the magic of the Endless Depth.