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| **Character** | Amadahy “Ama” (Forest Waters) | **Level** | 2nd | **Max HP** | 15 |

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

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

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| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Long Bow | 9/11 (2+3+1+1+2) / +2 BAB+Dex+WF+AW+EP/ +PB | 1d6 / 1d8 +2 (WS) | 20/3x | 20 | P |
| Club | +3 | 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 | 4/13 | |
| 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 | 5/12 | |
| Insight | Wis | -2/10 | Language | Int | N/A | Survival | Wis | 4/13 | |
| **Craft/Profession Skills (modified and passive)** | | | | | | | | |
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|  |  | / |  |  | / |  |  | / | |

## Mundane Feats / Powers / Notes

|  |
| --- |
| Weapon Focus (WF, Martial Ranged) +1 to hit |
| Weapon Specialist (WS, Martial Ranged) +2 damage |
| Point Blank Shot (PB, +2 firing bow 6 squares or less) |
| 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:** 2 / Chi: 4 / Power Rating: 15 |
| **Kata:** Attuned Weapon (+1 to hit, passive), Penetrate (+2 to hit, -3 damage reduction, action) |
| Precise Shot, Elemental Manifestation |
| **Domain:** Tower Arcanum / Rank: 1 / Mana: 3 / Power Rating: 13 |
| 1st: Barricade, Missile Arcanum, Detect Magic, Identify |

## 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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