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| **Character**  | Kessel | **Level** | 2 | **Max HP** | 21 |

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| --- | --- | --- | --- | --- | --- |
| **Strength** | **Intelligence** | **Wisdom** | **Dexterity** | **Constitution** | **Charisma** |
| 16 | / | +2 | 8 | / | -1 | 16 | / | +2 | 16 | / | +2 | 16 | / | +2 | 8 | / | -1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Fortitude** | **Reflex** | **Will** | **Initiative** | **Move** | **BAB** |
| 3 | 4 | 3 | +2 | 6 | 2 |

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| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Halberd | 8(4+1+1+2)(ABAB+wf+aw+vc) | 1D10+4 (str+ws) | 20/3x |  | P/S |
| Club | 3 | 1D6+2 (str) | 20/2x | 2 | C |
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| **Armor Class (Normal / Flat-footed / Touch)** | 17 | 15 | 12 |
| **Check Penalty / Max Dexterity Bonus** | -5 | 2 |

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| **Armor/Weapon Proficiencies** |
| Simple UnArmed | Medium Armor |  |
| Simple 1H |  |  |
| Martail 2H |  |  |

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| **Primary Skills (modified and passive)** |
| Acrobatics | Dex | -1 / 10 | Intimidation | Cha | N/A | Manipulate Device | Dex | -1 / 10 |
| Animal Handling | Cha | -4 / 10 | Investigation | Int | -4 / 10 | Perception | Wis | 5 / 13 |
| Athletics | Str | 4 / 12 | Knowledge Arcana | Int | -4 / 10 | Perform | Cha | -4 / 10 |
| Concentration | Con | 5 / 13 | Knowledge History | Int | -4 / 10 | Persuasion | Cha | N/A |
| Deception | Cha | -4 / 10 | Knowledge Nature | Int | -4 / 10 | Sleight of Hand | Dex | -1 / 10 |
| Heal | Wis | -1 / 10 | Knowledge Religion | Int | -4 / 10 | Stealth | Dex | N/A |
| Insight | Wis | 3 / 11 | Language | Int | N/A | Survival | Wis | 3 / 11(+2) |
| **Craft/Profession Skills (modified and passive)** |
| Watchman | Str | 3 / 11 |  |  | / |  |  | / |
|  |  | / |  |  | / |  |  | / |

**Mundane Feats / Powers / Notes**

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| --- |
| Weapon Focus |
| Weapon Specialist |
| Sneak Attack |
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|  |
| Martial Adept: 2 / Chi: 3 / Power Rating: 14 |
| Kata: Attuned Weapon, Deep Cuts, Deadly Blows, Cold Blood |
|  |
|  |
| Domain: Gray Void / Mana: 4 / Power: 13 |
| 1st: Infestation, Necrotic Edge, Hold Undead, Desecrated Soil, Gray Veil, Darkness |
|  |

**Equipment**

|  |  |
| --- | --- |
| Chain Mail |  |
| Halberd |  |
| Club |  |
| Backpack |  |
| Bedroll |  |
| Rations, trail 8 days |  |
| 2 Waterskins |  |
| Clothing, basic |  |
| Cloak, cloth |  |
| 3 Small Sacks |  |
| 2 Large Sacks |  |
| 1 Candle |  |
| 1 Flint and Steel |  |
| 2 Small Pouch |  |
| 1 Large Pouch |  |
| 1 Dagger |  |
| Cook Kit |  |
| Silk Rope 50' |  |
| Hammer |  |
| 5 Iron Spikes |  |
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|  |  |
| Wealth: 5 Gems(10g), 20 Gold, 15 Silver, 20 Copper |
| Weight Allowance: 90 Weight Carried: 87 |

**Notes**

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