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| --- | --- | --- | --- | --- | --- |
| **Character**  | Tern | **Level** | 2 | **Max HP** | 15 |

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| --- | --- | --- | --- | --- | --- |
| **Strength** | **Intelligence** | **Wisdom** | **Dexterity** | **Constitution** | **Charisma** |
| 9 | / |  | 10 | / |  | 18 | / | +3 | 13 | / | +1 | 10 | / |  | 18 | / | +3 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Fortitude** | **Reflex** | **Will** | **Initiative** | **Move** | **BAB** |
| +2 | +2 | +4 | +1 |  60’ | +1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Longspear | +1 | 1d8 | X3 |  | P |
| Spear - Melee | +1 | 1d8 | X3 |  | P |
| Spear - Thrown | +2 | 1d8 | X3 | 4 | P |
| Ranged Touch | +2 |  |  |  |  |
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| --- | --- | --- | --- |
| **Armor Class (Normal / Flat-footed / Touch)** | 14 | 13 | 13 |
| **Check Penalty / Max Dexterity Bonus** | -1 | 5 |

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| **Armor/Weapon Proficiencies** |
| Unarmed | Simple 2H | Light Armor |
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| **Primary Skills (modified and passive) – Armor check included** |
| Acrobatics | Dex | 3/11 | Intimidation | Cha | 0/10 | Manipulate Device | Dex | 4/13 |
| Animal Handling | Cha | 4/11 | Investigation | Int | 2/12 | Perception | Wis | 5/12 |
| Athletics | Str | 2/12 | Knowledge Arcana | Int | / | Perform | Cha | 4/11 |
| Concentration | Con | 1/11 | Knowledge History | Int | / | Persuasion | Cha | 5/12 |
| Deception | Cha | 5/12 | Knowledge Nature | Int | / | Sleight of Hand | Dex | -/- |
| Heal | Wis | 4/11 | Knowledge Religion | Int | 1/11 | Stealth | Dex | 2/11 |
| Insight | Wis | 5/12 | Language | Int | 2/12 | Survival | Wis | 5/12 |
| **Craft/Profession Skills (modified and passive)** |
| Prof: Cook | wis | 4/12 |  |  | / |  |  | / |
|  |  | / |  |  | / |  |  | / |

## Mundane Feats / Powers / Notes Mana Points: 5

|  |
| --- |
| Natural Athlete, Sensitive Nature, Sharp Witted, Attack on the move, linguist |
|  |
| Domain: Red Warden 1 Power Level: 14 |
| Spells: 1st level: Cure Light Wounds, Obsidian Shards, Mica Mist, Sanctuary, Stone Rain |
|  |
| Domain: Wilding Way 1 Power Level: 14 |
| Spells: 1st level: form of man, size alteration, form of the beast, skin of the wolf, speak with animals, animal companion |
|  |
| Linguist. Total Languages: Common, Dwarven, Nilathan |
|  |
| Bright Red Hair, Shorter than average for a human, Sharp fine features. |
|  |
|  |

## Equipment

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| --- | --- |
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|  |  |  |  |
| --- | --- | --- | --- |
| backpack | 1 | free | 2 |
| bedroll | 1 | free | 5 |
| rations, trail, 1 day | 1 | free | 1 |
| waterskin, 2 quart | 1 | free | 0.25 |
| clothing, basic | 1 | free | 3 |
| cloak, cloth | 1 | free | 3 |
| sack, small | 1 | free | 0.5 |
| candle | 1 | free | 0.01 |
| flint and steel | 1 | free | 0.1 |
| pouch, small | 1 | free | 0.1 |
| dagger | 1 | free | 1 |
| cook kit | 1 | free | 2 |
|  |  | 0 | 0 |
| dagger | 1 | 2 | 1 |
| spear, long | 1 | 5 | 9 |
| studded leather armor | 1 | 25 | 16 |
| holy symbol, wooden | 1 | 1 | 0.1 |
| lantern | 1 | 9 | 3 |
| oil, flask | 10 | 1 | 10 |
|  |  | 0 | 0 |
| mule | 1 | 30 | 0 |
| saddle, pack | 1 | 10 | 15 |
| feed, animal, 1 day | 20 | 1 | 40 |
| rations, trail, 1 day | 20 | 10 | 20 |
|  |  | 0 | 0 |
| wine, good, quart | 2 | 4 | 4 |
| belt, leather | 1 | 0.4 | 0.1 |
| blanket, winter | 1 | 0.5 | 3 |
| boots, high hard | 1 | 2.5 | 3 |
| case, map or scroll | 1 | 1 | 0.5 |
| paper, sheet | 10 | 4 | 1 |
| ink, small vial | 1 | 8 | 0.1 |
| quill pen | 1 | 0.1 | 0.1 |
| cooking gear, camp | 1 | 5 | 10 |
| cloak, fur | 1 | 8 | 5 |
| rope, silk, 50 feet | 1 | 10 | 5 |
| tent, 5x10 feet | 1 | 2 | 5 |
| waterskin, 2 quart | 1 | 1 | 0.25 |
|  |  | 0 | 0 |
| hammer | 1 | 0.5 | 2 |
| spike, iron | 5 | 0.4 | 3.33 |

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| Wealth: Gold 112.5 |
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## Notes

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