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| **Character** | Tern | **Level** | 1 | **Max HP** | 9 |

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

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| --- | --- | --- | --- | --- | --- |
| **Fortitude** | **Reflex** | **Will** | **Initiative** | **Move** | **BAB** |
| +1 | +2 | +4 | +1 | 60’ | +0 |

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| --- | --- | --- | --- | --- | --- |
| **Attack** | **Attack Bonus** | **Damage** | **Critical** | **Range** | **Type** |
| Longspear | +0 | 1d8 | X3 |  | P |
| Spear - Melee | +0 | 1d8 | X3 |  | P |
| Spear - Thrown | +1 | 1d8 | X3 | 4 | P |
| Ranged Touch | +1 |  |  |  |  |
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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 | 2/11 | Intimidation | Cha | 0/10 | Manipulate Device | Dex | 3/12 | |
| Animal Handling | Cha | 4/11 | Investigation | Int | 2/12 | Perception | Wis | 5/12 | |
| Athletics | Str | 2/11 | Knowledge Arcana | Int | / | Perform | Cha | 0/10 | |
| Concentration | Con | -3/10 | 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 | -3/10 | |
| Insight | Wis | 5/12 | Language | Int | / | Survival | Wis | 5/12 | |
| **Craft/Profession Skills (modified and passive)** | | | | | | | | |
| Prof: Cook | wis | 4/12 |  |  | / |  |  | / | |
|  |  | / |  |  | / |  |  | / | |

## Mundane Feats / Powers / Notes Mana Points: 4

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| --- |
| Natural Athlete, Sensitive Nature, Sharp Witted |
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| Domain: Red Warden 1 |
| Spells: 1st level: Cure Light Wounds, Obsidian Shards, Mica Mist, Sanctuary |
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| Languages: Common |
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## 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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