



<b>Warrior / Lv1</b>	<b>Human</b>	(Brown Shaggy Hair, Deep set eyes, clawed scar across left side of face)
Class & Level		Race & Notable Characteristics
<b>Harvestor</b>		
Background(s)		Player Name

**Fellgre Te'Nokt**  
Character Name

2	4	Proficiency Bonus
2	1	Inspiration
15	+2	O_Saving Throw ●_Athletics
Strength		
16	+3	●_Saving Throw O_Acrobatics O_Nimble Fingers O_Stealth
Dexterity		
16	+3	●_Saving Throw
Constitution		
12	+1	O_Saving Throw O_Arcana O_History O_Investigation ●_Nature O_Religion O_Technology
Intelligence		
16	+3	O_Saving Throw ●_Animal Handling O_Insight O_Medicine ●_Perception ●_Survival
Wisdom		
12	+1	O_Saving Throw O_Deception O_Intimidation O_Performance O_Persuasion
Charisma		
15	Passive Perception	

Defense	Initiative	Speed(s)
13 A-15	+3	30
CP: 5		Other:
SP: 2		
GTP:		
Core Health: 21	Grit (HP): 13	
Damage	Damage	
Class Specific Points		
Hit Dice Total: 1-d10	Death Saves: Successes: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	
Hit Dice Used:	Failures: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	
Conditions		

Often attends to his hound (Grayko).  
-Commands: Stay, Hide, Keep Watch  
Fellgre, is personable enough when engaged, but does not go out of his way to meet new people unless it is about trade. He has visited Folstrom before to trade harvested goods for his village, and when asked of his scar tells the tale of how he survived an attack by a Bob Cat in his youth.

Personality

Hopes that relics from the past age may be found to help improve the quality of his village's life, or that it may be discovered how to duplicate beneficial tech.

Ideals

Fellgre's village and family is 30 miles away, and he would leave everything if he discovered they were in trouble.

Bonds

Fellgre has disdain for merchants that do not acknowledge the dangers of gathering.

Flaws

Short Bow	Medium	2/2	+5
Back	Balanced	Dex 10	d4
Range 50/100/200		AT: P	
Short Sword	Short	2/2	+4
L Hip	Balanced	-	d6
		AT: P/S	
Handaxe	Short	2/2	+4
R Hip	Balanced	-	d6+1
Range 20/40/60		AT: S	
2 Daggers	Dimin-	2/2	+4/5
L & R Thigh	Light	-	d4
Range 20/40/60		AT: S/P	
Staff	Long	2/2	+5
Hand	Balanced	-	d6
Two-Handed - (Treat Str as +2)		AT: B	
A) Reinforced Jacket	Max +3 Dex	2/2	DC+2
Equiped	45 lbs	Str 14	*DR4

\*DR only protects Core Health. Core health is reduced when Grit is drained or when hit by a Critical. Quality Check when DR used. (See After Core Book.)

**Studied Prey:** You gain +1 to attacks and opposed skill checks versus burrowing creatures. You also gain advantage on Wisdom (Survival) checks to track them.

**Natural Explorer:** When you make an Intelligence or Wisdom check using a skill that you're proficient in related to forrest terrain, your proficiency bonus is doubled. You know a forrest like the back of your hand.  
While traveling for an hour or more in a forrest, you gain the following benefits:  
•Difficult terrain doesn't slow your group's travel.  
•Your group can't become lost except by magical means.  
•Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.  
•If you are traveling alone, you can move stealthily at a normal pace.  
•When you forage, you find twice as much food as you normally would.

**BackGround Feature-Resourceful:** Able to distinguish quality of resources familiar with gathering practices and who buys such in the area.

Description & Features

Item/Location	Bonus	Quality/Notes
Explorer's pack		-Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it
EMF Detector		- Enables discovery of electricity in 10'
Gear		

Tech Lore	1/2/3	2	-Special-
Experience	3	4	5
<b>Wargear (Def):</b> Light, Medium, Shields			
<b>Wargear (Off):</b> Short Blades, Thrown, Hafted, Polearms, Aimed Weapons			
<b>Tool:</b> EMF Detector			
<b>Languages:</b> Common (East Dialect), Old Tongue			
Proficiencies			