



Veteran/ Lv1	Human
Class & Level	(Kavenaw wears a headband to cover a nasty burn scar there.) Race & Notable Characteristics
Slave Past, Wanderer	
Background(s)	Player Name

Kavenaw Gift
Character Name

2 4 Proficiency Bonus

3 1 Inspiration

16 +3
●_Saving Throw
●_Athletics
Strength

14 +2
●_Saving Throw
○_Acrobatics
○_Nimble Fingers
●_Stealth
Dexterity

16 +3
●_Saving Throw
Constitution

12 +1
○_Saving Throw
○_Arcana
○_History
○_Investigation
○_Nature
○_Religion
○_Technology
Intelligence

14 +2
○_Saving Throw
●_Animal Handling
○_Insight
○_Medicine
●_Perception
●_Survival
Wisdom

11 +0
○_Saving Throw
○_Deception
○_Intimidation
○_Performance
○_Persuasion
Charisma

14 Passive Perception

Defense Initiative Speed(s)
12 +2 30
A-14 CP: 9 Other:
A,B-15 SP: 3
GTP:

Core Health: 22 Grit (HP): 13
Damage Damage
Class Specific Points
Hit Dice Total: 1-d10 Death Saves: Successes: Failures:
Hit Dice Used: Conditions

Kavenaw embraces life and tends to take on any challenges life sends his way gracefully. He embraces the chance to grow stronger in the face of adversity.

Personality
Kavenaw believes all should be free and is not opposed to ambushing slave traders.

Ideals
Kavenaw quickly bonds with any that would defend the helpless.

Bonds
Shy and dislikes crowds, but after his escape and military career he has learned to endure all challenges. Leaving that group did not sit well with the commander.

Stolen Katana	Medium	4/3	5
L. Hip	Formida-	Str 10	d8
Versatile - Treat Str +2 is 2 hands; curved - AT S+1/P-1			
Spiked Shield, Small	Medium	2/2	+5
Equiped L. Arm	Formida-	Str 12	d6
Spikes Grant +1 to shove attacks & +1 Dmg AT: B			
Dagger	Dimin-	2/2	5/2
L. Boot	Light	Str 4	d4
Bladed Bow, Short	Medium	3/3	3/3
Slung Across Back	Formida-	S 12, D 10	d6/d4
Range 50, 100, 200 Non-primary [Bladed] (No Prof)			
*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.)			
A) Reinforced Jacket	Max +3 Dex	2/2	DC 2
Worn	45 lbs	Str 14	DR 4
B) Small Spiked Shield	-	2/2	DC+1
Equiped L. Arm	7 lbs	Str 12	*DR1
Item not used vs. attacks near opposing arm or rear.			
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			
Gear			

Shield Fighting Style:
+1 to attacks using shields

Second Wind:
On your turn, you can use a bonus action to regain 1d10 + 1 hit points. Once you use this feature, you must finish a short or long rest before using again

Healing Touch:
Activation: You may take a point of Constitution Damage or expend 1 of your available Hit Dice to instantly restore Hit Points to a creature touched. The amount of Hit Points restored is equal to your (rolled Hit Die + your Proficiency Bonus).
Drawback: When you use your ability, you must make a Constitution Save DC 8 or take a point of Constitution Damage.

Background Features
Slave Story:
You have a story of how you escaped, and a scarred patch of flesh from the erased brand that marked you. You can read hobo glyphs marking houses where you might find those helpful to your plight or warn of other dangers.
A Head for Travel:
You gain advantage when determining direction and when seeking food or water in the wilds. Further, you have scattered up to 3 places of refuge in the wild: Anytime you may need it you may make a luck roll DC12 upon success you have a shelter you had well hidden within 4 hours of travel. You may use this until all 3 locations are revealed.

Description & Features

Tech Lore Experience (0, 1, 2, 3, 4, 5) -Special-

Armor: Light, Medium, Heavy, Shields
Weapon Groups: Short Blades, Long Blades, Heavy Blades, Shield Attack, Polearms, Aimed
Tools:

Languages: Common (Unkown Dialect)

Proficiencies