

Veteran/Lv1

(Kavenaw wears a headband to cover Human a nasty burn scar there.)

Class & Level

Race & Notable Characteristics

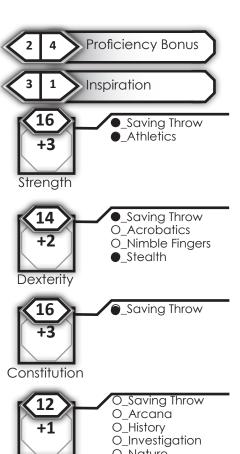
Slave Past, Wanderer

Background(s)

Player Name

Kavenaw Gift

Character Name





Tech Lore

Aimed

Tools:

Experience (3)

Armor: Light, Medium, Heavy, Shields

Heavy Blades, Shield Attack, Polearms,

Languages: Common (Unkown Dialect)

Proficiencies

Weapon Groups: Short Blades, Long Blades,

Defense Initiative
12 +2 CP: 9 SP: 3 GTP:
Core Health: Damage Class Specifi
Hit Dice Total: 1-d10 Hit Dice Used: Fo
Z.
Stolen Katana
Stolen Katana L. Hip
L. Hip
L. Hip Versatile - Treat Str +2 i
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small Equiped L. Arm
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small Equiped L. Arm Spikes Grant +1 to show
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small Equiped L. Arm Spikes Grant +1 to show Dagger L. Boot
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small Equiped L. Arm Spikes Grant +1 to show Dagger
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small Equiped L. Arm Spikes Grant +1 to show Dagger L. Boot Bladed Bow, Short Slung Across Back
L. Hip Versatile - Treat Str +2 i Spiked Shield, Small Equiped L. Arm Spikes Grant +1 to show Dagger L. Boot Bladed Bow, Short

Initiativa Speed(s) 30 **1**3⁻⁾ oints Death Saves: cesses

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Kavenaw embraces life and tends to take of	
any challenges life sends his way gracefully	
He embraces the chance to grow stronger	_
int he 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		
Itam not used us attacks near annesing arm or rear					

tem 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