

Character Name: Lidia
Character Race: Human
Campaign: Birthright
Region of Origin:
Alignment: NG
Size: Medium
Gender: Female

Age: 23
Height: 5'4"
Weight: 113lbs
Hair: Black
Eyes: Hazel
Appearance:

Class(es): Inquisitor (1)

Attributes:

STR – 14 (+2)
DEX – 16 (+3)
CON – 14 (+2)
INT – 12 (+1)
WIS – 14 (+2)
CHA – 14 (+2)
BLOOD – 6 (+1 invested for guaranteed ability)

HP: 14
Speed: 35ft (7 squares)
AC: 17 | *Touch:* 13 | *Flatfooted:* 14
Initiative: +5
Base Attack Bonus: +0
Combat Maneuvers Bonus: +2
Combat Maneuvers Defence: 15
Fortitude: +4
Reflex: +1
Will: +5
Experience: 0

Attacks:

Bastard Sword: Hit: +2 | Dmg: 1d10+3 | Crit: 19-20x2 | Type: S
Sickle: Hit: +2 | Dmg: 1d6+2 | Crit: 20x2 | Type: S
Shortbow (Regular): Hit: +3 | Dmg: 1d6 | Crit: 20x3 | Rng: 60ft | Type: P
Shortbow (Blunt): Hit: +3 | Dmg: 1d6 | Crit: 20x3 | Rng: 60ft | Type: B | Sp: Can deal Nonlethal
Shortbow (Flight): Hit: +3 | Dmg: 1d4 | Crit: 20x3 | Rng: 70ft | Type: P
Shortbow (Smoke): Hit: +3 | Dmg: 1d6 | Crit: 20x3 | Rng: 60ft | Type: P | Sp: Leaves 5ft sq of smoke + trail

Skills:

Bluff – 1 rank (+6)
Diplomacy – 1 rank (+6)
Heal – 1 rank (+6)
Intimidate – 1 rank (+6)
Knowledge (Arcana) – 1 rank (+5)
Knowledge (Religion) – 1 rank (+5)
Perception – 1 ranks (+6)
Sense Motive – 1 rank (+6)

Feats:

Toughness (Human Bonus Feat) Fleet (Level 1 Feat)

Traits:

Reactionary (Social, +2 Initiative)
Bastard Halfbreed (Campaign, -1 to Charisma skills to influence or manipulate traditional (torva) Vos; +1 to Will saves.)

Class Abilities:

Domain – Ruornil/Lirovka (Moon Domain) Judgement 1/day
• Silver Sight (5 rounds/day) Monster Lore

Stern Gaze

Spells:

Orisons – At Will

Daze

Detect Magic

Guidance

Stabilise

Equipment:

Bastard Sword (Core, 35 Gold)

Sickle (Core, 6 Gold)

Shortbow (Core, 30 Gold)

Armoured Coat (APG, 50 Gold)

Quiver

- Arrows (Regular) x10 (Core, 5 silver)
- Arrows (Blunt) x5 (APG, 5 silver)

Gold: 10

Silver: 4

Copper: 0

Special Notes:

Languages: Common, Anuirean

Silver sight: Treat clear moonlight as daylight, and starlight or dim moonlight as twilight: colours can be perceived, text read, and missile ranges are far greater than would normally be the case. May use for 3+Wis modifier in rounds per day.

Orisons

1st Level – 1/day

Cure Light Wounds

True Strike

- Arrows (Flight) x5 (APG, 5 silver)
- Arrows (Smoke) x2 (APG, 20 gold)

Backpack (Core, 2 gold)

- Bedroll (Core, 1 Silver)
- Trail Rations – 6 Days (Core, 3 gold)
- Rope, 50ft (Core, 1 gold)
- Waterskin (Core, 1 gold)