

GUTHLAC, THE FLAME OF THE LORD

English, Hermit, level-1

St 9(-1), Dex 16(+3), Con 10 (+0), Int 12 (+1), Wis 18 (+4), Cha 10 (+0)

Proficiencies: Simple Weapons (club or staff only), Create Potion, Create Scroll, Wis and Cha checks

Skills: Religion +6, Insight +6, Survival +6,, Herbalism +6, Perception +6

Languages: Primary: English: Others: Latin, Welsh

Special Feature: Excellent Education (+1 to Int and Wis—already included)

Proficiency Bonus: +2; Morale: +; Max Supply: 13, Max Load: 9,

Max Retainers: 11; Max Hench: 0; Renown: +5

AC: 13 (+3 dex) Move: 30'

Hit points: 8

Weapons:

Quarterstaff: +5 to hit, 1d8+3 bludgeoning damage, 2-hands

GP: 0gp

XP: 1000

Background: Guthlac was the beloved son of one of the King of Nessex's royal housecarls. He was trained by his father to hunt and fish and given the finest education that could be had. However, Guthlac renounced it all for the Lord and vanished into the wilderness for years, only returning in 1130 to preach repentance to all sinners.

Carried Gear:

Item	Load	Location
Quarterstaff	2	hands
Wooden Holy Symbol	0.2	around neck
Healer's Kit	1	bag
Needle and thread	0	bag
Roll of Raw Wool	0	bag
Herbal Bag	1	hanging from rope
SUP x13	3	bag

TOTAL: 7.2 (can carry 1.8 more)

Other Gear/Possessions:

Clothes: cheap robe and sandals, carrying back with rope-strap

SPELL CASTING: Spell Casting Check: +6

3 x Cantrips: Stench of Evil, Discern Possession, Sustaining Touch

Level-1 Spells x2:

--Heal Wound

--Cast Out Devils

HERBAL BAG:

Comfrey Root x5

Healing Salve x5

Birthwort x5

Garlic x1

Wolfsbane x1

Chaulmoogra Oil x1

Goldenrod x2