

# ZAIRITH KARN

Race: Human	Age: 23
Class: Cleric	Profession:

Biography: Zairith Karn was born on the streets of the bustling town of Newharbor, where he spent his early childhood fending for himself in the shadows of the crowded alleys. Despite his difficult circumstances, Zairith possessed a kind heart and a deep curiosity about the world around him. One day, while wandering the streets for scraps of food, he stumbled upon the local Garthen temple. There, he was taken in by the kind-hearted priests who saw potential in him and offered him a home and education. Zairith quickly took to the teachings of the Garthen faith and found a sense of purpose in the religion's message of hope and becoming one with nature after death. As he grew older, Zairith became determined to spread the word of Garthen to new lands. He longed to travel west, to the untamed wilderness where the native Kaltok people lived, and to share the teachings of his faith with them. Despite warnings from his elders, Zairith remained steadfast in his beliefs and set out on a journey to the frontier. Now, as he travels the Ohterlon Trail, Zairith is a beacon of hope for those around him, using his knowledge and devotion to heal the sick, offer comfort to the fearful, and spread the word of Garthen to all who will listen. Though he knows the dangers that lie ahead, he remains steadfast in his mission, trusting in his faith and his own inner strength to see him through whatever trials come his way.



Trail Health: 4/8	Trail Stamina: 4/8
Combat Health: 30/30	Starvation: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Skills

Acrobatics: 0	Animal Handling: 0	Arcana: 3	Athletics: 0	Botany: 3	Carpentry: 0
Combat (Close): 0	Combat (Ranged): 0	Cooking: 3	Deception: 0	First Aid: 3	Fishing: 0
Hunting: 0	Intimidation: 0	Navigation: 0	Performance: 2	Perception: 3	Persuasion: 3
Religion: 4	Scavenging: 0	Sleight of Hand: 0	Stealth: 0	Tracking: 0	Tinkering: 0

Gold: 7					Inventory				
Leather Armor		Mace		Crossbow		Bolts 14		Holy Book	
Shield		Blanket		Candles 10		Tinderbox		Alms Box	
Incense 1		X		X		X		X	
X		X		X		X		X	
X		X		X		X		X	
X		X		X		X		X	
X		X		X		X		X	
X		X		X		X		X	
X		X		X		X		X	
X		X		X		X		X	

## Effects

X	X
X	X
X	X
X	X
X	X
X	X
X	X

## Spells

Cantrip	Spare the Dying	Touch a creature that has 0 hit points. The creature becomes stable. No effect on undead or constructs.
Slot One (1-3)	X	X
Slot Two (4-6)	X	X
Slot Three (7-9)	X	X
Slot Four (Mega)	X	X