DUNGEON CRAWL CLASSICS FOURTH ANNUAL OPEN TOURNAMENT CHRONICLE OF THE FIEND

Gen Con Indy 2007

PLAYER PACK



Player Guidelines

Scoring System: This is a points-based tournament. Advancement from one round to the next is determined by the team that has the most points.

Earning Points: Points are earned by overcoming obstacles, solving puzzles, defeating (though not necessarily slaying) opponents, advancing through the dungeon, and learning the secrets of the Chronicle of the Fiend.

Losing Points: Points are lost by being killed, unleashing traps or dangers that could have been avoided, and using resources (such as charges on magic items). The penalty for using magic items is small, but the scoring system awards efficiency.

You will be penalized for using consumable magic or alchemical items you discover in the dungeon as well as those you begin each round with.

Similarly, teams will be penalized points for taking 20 on skill checks. Although entirely legal in the system, the rule runs counter to the spirit of adventure and exploration that the game should be about. Players are advised to treat the penalty for taking 20 like the penalty for using potions; a small penalty may offset a large one if it means life or death.

Individual Scoring: There is no scoring for individuals.

Time is of the Essence: Remember, there is a four-hour time limit per round of the tournament.

Games that Start Late: A game that starts late because of player delay is allowed a 10-minute grace period. If there are less than three players after that time, that team forfeits and an alternate team will advance. If there are three or more characters after that time, each minute lost is counted against the four-hour time limit.

For example, a game is scheduled to start at 12:00. Assuming it starts by 12:10, that game can go to 4:10 and the team is not penalized. If player delay kept the game from starting until 12:25, that game's time limit is over at 4:10 (four hours past the expiration of the grace period at 12:10).

Starting Without a Player: After 10 minutes of waiting for a missing player, a judge may declare him or her a no-show and start the game without him (assuming there are three or more players present).

That character is considered to have retired, and is removed from the tournament.

Learn Your Character: Full stats for all tournament characters are in this packet. Learn your character before the con! This is the best way to start the game quickly.

Returning from the Dead: During tournament play, any PC who is dead at the end of a particular round is raised at the end of the round, so that PC can partake in the next round. PCs raised from the dead midgame are treated as having one negative level for the remainder of the round (reconstructing the PC to reflect actual level loss would take too much time from the tournament). There is a **substantial** points penalty for dying...and yes, if you die twice you incur the penalty twice.

Resting Mid-Round: You will not be able to rest in the dungeon during a tournament round. This is not entirely an arbitrary rule; an in-game rationale exists for being unable to take an 8-hour break. Regardless, no resting allowed.

Other Entrances: There are multiple possible entry points for certain rounds. The entry point your team is assigned is the only one you can use for the round.

Dice Advisory: Your Judge will have a d20 that will be used for all rolls using that die. This has been an informal request in the past, but this year is being made official.

In addition, for rolls with other dice, the tournament Judge has to be able to read your dice. If you are using dice that your Judge cannot read, he or she may ask you to use a different set.

Hit Point Tracking: You will be asked by your Judge to keep track of your character's hit point total in a visible area, most likely the edge of the battle mat. This has been an informal request in the past, but this year is being made official.

Word to the Wise: It is highly recommended that you visit the Goodman Games booth (#2615) to verify the start time and location of your round before it begins.

No Replenishing Items: In a departure from previous years, no items will replenish between rounds of the tournament. Each character has a unique list of equipment for every round.

Frequently Asked Questions

I didn't get in a game! Will you add more slots?

It depends on judge availability. If we are able to add more slots, we will fill them on a first-come, firstserved basis with signup sheets at our booth. Come by Thursday morning to sign up.

How many PCs are there in each game?

Four

Then why are there six characters?

Each team chooses four of the six characters to make up their party. The two not picked went their separate ways after Teomon's tower burned.

How do I advance to in the tournament?

Advancement is determined based on points scored in the round. The highest-ranked teams will advance: the top eight to round two, and the top three to round three

How do I score points?

Points are scored for exploring the dungeons, solving puzzles, defeating monsters, avoiding obstacles, acquiring items, and for learning the secrets of the Chronicle of the Fiend.

Do I need to preregister for rounds two and three?

No. Rounds two and three appear in preregistration strictly for scheduling purposes. You do not need to preregister.

Do I need a generic event ticket for round two or three?

Yes. If you advance, you will need a generic event ticket for the round.

If I advance, which slot will I be in?

We can't guarantee any particular slot ahead of time. In general, if you played an earlier slot in round one we'll try to give you an earlier slot in round two, and vice versa.

Can I request a specific time slot for round two?

We will take note of requests for specific times, but we cannot guarantee that we will be able to honor them.

What if I can't make it?

This is a team tournament, and advancement occurs as a team. The minimum number of players for a

team to advance is three, otherwise that team forfeits its slot. The slot is filled by the next-highest scoring team from the previous round.

Can someone take my place on the team?

No. No substitutions are allowed. Sorry.

What happens to my character, then?

One character per player. If you're absent, your character is as well. You won't lose points for his or her death, but the character is out of the game.

What if I miss a round but I can make a later round?

When you missed a round, your character retired from adventuring, and is not available for subsequent rounds.

What if I'm late?

There is a ten-minute grace period after the official round start time. After it passes, the game either starts with whichever players are present (minimum three) or is forfeited and passed on to an alternate team.

How do I know if my team is an alternate team?

We will announce alternate teams with the advancement information. Two alternate teams are announced for both rounds two and three.

When do results get announced?

Advancement will be posted at the Goodman Games booth and at the gaming hall captain's booth. Round one advancement will be announced Friday night after the last session is scored (around 9pm). Round two advancement will be announced Saturday after the last session has been scored (around 5pm). Round three will start at 6pm on Saturday. This means rounds 2 and 3 both take place on Saturday, so schedule accordingly.

Winners will be announced at noon at the Goodman Games booth on Sunday.

What if I spot an error on the character sheet?

Any errors are unintentional, and we work to make sure there are as few as possible, but in such an instance the pregenerated characters are to be played as they are in this Player's Pack.

Player Beginning

The four of you, apprentices, servants, and foundlings of the venerable hedge mage Teomon of the Ocek, have returned from running errands to discover that your master's tower has been burned to the ground! There was no sign of your master's body, so you can only conclude he was abducted. Arming yourselves with the meager equipment undamaged in the fire, you have followed a trail of blood through the woods. The track leads to a crumbling keep you never knew existed in darksome forest.

Teomon is an old, old man...if he's gravely wounded, odds are he won't last long. Your master always said you had great promise, and today is the day you prove him right or die trying.

Some Shared Equipment

Regardless of which four characters the players decide to use, there are some items each party will have and their weight: 10 torches (1 lb. each), 2 sets of flint and tinder (no weight), a smokestick (1/2 lb.), a 10-foot pole (8 lbs.), 2 backpacks (2 lbs. each), a hammer (2 lbs.), and 10 iron spikes (1/2 lb. each).

	Thorom			Dwarf				Expert 1							
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goods of	f metal or stone	+2 racial bo abilities	nus to saves	vs. poisons, sp	elis, an	iu spe	:п-пке								
+2 racial	bonus to Search	***************************************	to resist bul	l rush or trip at	tempts)									
for unus	sual stone														
		Languages	: Common, [Owarven, Giant	, Gnom	e, Go	blin								

SKILLS TOTAL SKILL POINTS	36 + INT MOD (+1 HUMAN)	CF		CHARACTER LEVEL + 3 = (CHARACTER LEVEL + 3) / 2	USED UNT	RAINED	T ARMO	R CHECK	PENALTY	APPLIES	
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Balance •†	1 = +	2 +	 	Knowledge (Local)				3 +		INT	
Bluff ■	-1 = +	-1 +	 ——— HA	Knowledge (Nature)				3 +		INT	
Climb ■†	-1 = +	0 +	 TR	Knowledge (Nobility)				3 +		INT	
Concentration •	2 = +	2 +	 	Knowledge (Religion)				3 +		INT	
Craft ■ ()	3 = +	3 +	 NT	Knowledge (the Planes)				3 +		INT	
Craft ■ ()	3 = +		 	Listen •	-1			-1 +		WIS	
Decipher Script	7 = 4 +		 NT Y	Move Silently ■†	5		4 +	2 +		DEX	Υ
Diplomacy ■	-1 = +	-1 +	 <u>.</u> НА	Open Lock	6		4 +	2 +		DEX	Y
Disable Device	7 = 4 +		 NT Y	Perform •	-1					CHA	<u> </u>
Disguise ■	-1 = +	-1 +	 HA	Profession				-1 +		WIS	
Escape Artist ■†	1 = +	2 +	 	Ride ■	2			2 +		DEX	
Forgery •	3 = +	3 +	 NT	Search ■	7		4 +	3 +		INT	Υ
Gather Information ■	-1 = +	-1 +	 ——— HA	Sense Motive ■	-1			-1 +		WIS	<u> </u>
Handle Animal		-1 +	 ——— HA	Sleight of Hand	3		1 +	- +		DEX	Υ
Heal ■	1 = +	-1 +	 /IS	Speak Language	Ť		- +	3 +		INT	<u></u>
Hide ■†	5 = 4 +	2 +	 EX Y	Spellcraft			·	3 +		INT	
Intimidate ■	-1 = +	-1 +	 HA	Spot ■	3		·_	 +		WIS	Υ
Jump ■†	-7 = +		 	Survival ■	-1			-1 +		WIS	<u> </u>
Knowledge (Arcana)	= +	3 +	 NT	Swim ■ ††	-2			0 +	-2	STR	
Knowledge (Architecture)	= +	3 +	 NT	Tumble †	4			2 +		DEX	Υ
Knowledge (Dungeoneering)	= +		 NT	Use Magic Device	3			-1 +		CHA	Y
Knowledge (Geography)			 	Use Rope ■	2		<u> </u>	2 +		DEX	<u> </u>
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Thoromir's story

Born a slave in the mines of the Mountain King, Thoromir spent his childhood slaving beneath the watchful eyes of cruel orc taskmasters far beneath the halls of forbidden Risinox. Forced to steal for his survival, Thoromir developed a sharp eye and fast hands, quickly learning to distrust anyone – be they dwarf or orc.

On the eve of his fortieth year, Thoromir was caught stealing mutton from an overseer; for his punishment, Thoromir's right hand was branded, and the dwarf was assigned to scout particularly unstable fissures. When a cave-in opened a series of hitherto undiscovered natural caves, young Thoromir seized his chance and escaped into the wilds of the Underdeep.

Sustaining himself on pools of stagnant water and the occasional cave lizard or blind fish, Thoromir slowly worked his way towards the surface. He emerged, 3 weeks later, half starved and dying of thirst. His body was discovered by Teomon of the Ocek, who ordered his apprentices to carry the dwarf back to his tower. There, the aging hedge mage nursed the dwarf back to health.

Since that time, Thoromir has served Teomon loyally. He tolerates the presence of the mage's other servants, though oftentimes he can still slip into his old distrustful ways. Like a back alley dog that has been kicked once too often, the façade of the young, stoic dwarf conceals a feral creature, accustomed to solving his problems with a shiv.

Description: A quiet, sullen dwarf, with a dark beard woven into a complex series of knots used by dwarves to signify having sworn off any clan alliegence. His quick, nimble hands seldom stop moving. Thoromir has the distasteful nervous habit of playing with his daggers, sliding them in and out of their sheaths, rolling them over in his hands, and testing their edges.

Comments: "Ngh."

Corebrir			Human				Warrior 1								
CHARACTER			RACE				CLASS		Chro	nic			<u>ie I</u>	ie:	<u>nd</u>
Chaotic Good ALIGNMENT	None DEITY		0			N/A EXPERIEN	CE	0 PENALTY			Rou	nd 1			
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ABILITY SCORE	·s		SA	VING	THR	ows			HIT F	POINTS		10	CURRE	NT SUE	BDUAL
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DEX 13 +1		REF (DE	´ -	- - - = 0		1 +	+ 2	+	1 x MAX LO	AD		X LOAD		5 x MAX	
CON 14 +2		WILL (WI		= 0		-1 +		+	LOAD			MAX	MAX	CHK	
 		WILL	3)			'	'	' <u> </u>			EED	LOAD	DEX	PEN	RUN
1NT 10 0			SAVI	NG THRO	OW MC	DIFIERS			36	-	30	76		NORM	
WIS 8 -1									SPEED	· -		153	+3	-3	x4
CHA 10 0									30 ft.	H 2	20	230	+1	-6	х3
ARMOR CLASS 16	= 10 + 3	+ 2 + 1	+ +			ARMO	OR & PROTE	CTION	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN		SPEED	WGT LBS
NORMAL	ARMOR BONUS	SHIELD DEX BONUS MOD	SIZE MOD	Magic Mod	ı	studded	d leather		Light	+3	+5	-1	15	30	20
- 15]	AC MODIFIE	EDC			heavy v	vooden shield		Shield	+2	-	-2	15	-	10
ARCANE FLAT SPELL FAIL FOOTED	, L	AC MODIFIE	EKS												
-3 11															
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		RANGED	(DEX)	+2	2	-	+1 + 1	+ 0	+ 0 +						
		GRAPPLE	(STR)	+4	1	<u> </u> = ·	+1 + 3	+ 0	+ 0 +						
						=	+	+	+ +						
WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE		TES & RELATED FEAT	TS .							1
handaxe	+4	1d6+3	x3		M	S									
shortspear (melee)	+4	1d6+3	x2	-	М	P									
shortspear (thrown)	+2	1d6+3	x2	20 ft	М	Р									
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100.000.000.000.000.000.000.000.000.000													•••••		
	Languages C	ommon					1 1								

SKILLS TOTAL SKILL POINTS	12 + INT MOD (+1 HUMAN)	CF	ROSS-CLASS SH	NILL PIAX RAINS -	(CHARACTER LEVEL + 3) / 2 CAN BE	USED UNTI	RAINED T	AIRTOR CITE		APPLIES	
	SKILL MOD RANKS	ABI MOD		KEY ILITY CLASS?		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CLASS ?
Appraise ■	0 = +	0 +		INT	Knowledge (History)		=		+	INT	
Balance ■†	-2 = +	_1_+	- <u>-3</u> [DEX	Knowledge (Local)		=	+ 0	+	INT	
Bluff ■	0 = +	0 +	· c	CHA	Knowledge (Nature)		=	+ 0	+	INT	
Climb ■†	4 = 4 +	3 +	- <u>-3</u> s	STR Y	Knowledge (Nobility)		=	+ 0	+	INT	
Concentration ■	2 =+	2 +	· c	ON	Knowledge (Religion)		=	+ _0	+	INT	
Craft ■ ()	0 =+	0 +	· I	INT	Knowledge (the Planes)		=	+ 0	+	INT	
Craft ■ ()	0 =+	0 +	· I	INT	Listen ■	-1	=	+1_	+	WIS	
Decipher Script	= +	0 +	· I	INT	Move Silently ■†	-2	=	+ 1	+3	DEX	
Diplomacy ■	0 = +	0 +	·	CHA	Open Lock		=	+ 1	+	DEX	
Disable Device	= +	0 +	· I	INT	Perform ■	0	=	+ 0	+	CHA	
Disguise ■	0 = +	0 +	·	CHA	Profession		=	+ -1	+	WIS	
Escape Artist ■†	-2 = +	1 +	- -3 c	DEX	Ride ■	1	=	+ 1	+	DEX	Υ
Forgery ■	0 = +	0 +	- I	INT	Search ■	0	=	+ 0	+	INT	
Gather Information ■	0 = +	0 +	· c	CHA	Sense Motive ■	-1	=	+ -1	+	WIS	
Handle Animal	= +	0 +	0	CHA Y	Sleight of Hand		=	+ 1	+	DEX	
Heal ■	-1 = +	-1 +	- v	VIS	Speak Language		=	+ 0	+	INT	
Hide ■†	-2 = +	1 +	3 C	DEX	Spellcraft		=	+ 0	+	INT	
Intimidate ■	4 = 4 +	0 +		CHA Y	Spot ■	-1	=	+ -1	+	WIS	
Jump ■†	4 = 4 +	3 +	3 s	STR Y	Survival •	-1	=	+ -1	+	WIS	
Knowledge (Arcana)	= +	0 +	. 1	INT	Swim ■ ††	-3	=	+ 3	+ -6	STR	Υ
Knowledge (Architecture)	= +	0 +	. — I	INT	Tumble †		_	+ 1	+ -3	DEX	
Knowledge (Dungeoneering)	= +	0 +	. — I	INT	Use Magic Device		_	+ 0	+	CHA	
Knowledge (Geography)	= +	0 +	. — I	INT	Use Rope ■	1	_	+ 1	+	DEX	
3 (3 1 //											
EQUIPMENT	LOCATION	WGT LBS		ITEM S	SLOTS LOCATION WGT LI	3S	СО	NSUMA	BLES	AM	4OUNT
peasant's outfit	clothes										
peasanes sacre	cioures	0			Head						
studded leather	body	20			Head Eyes						
studded leather	body	20			Eyes						
studded leather heavy wooden shield	body left arm	20 10			Eyes Amulet						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1						
studded leather heavy wooden shield handaxe	body left arm held	20 10 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
studded leather heavy wooden shield handaxe shortspear	body left arm held back	20 10 3 3 3			Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						

Corebrin's story

Known affectionately as "Brin" to his peers, Corebrin was born a weak and sickly child, the son of a humble woodsman. Fearing for his child's life, Corebrin's father brought his infant to Teomon of the Ocek, and asked the mage to bless his son, ensuring good health and a prosperous life.

The mage agreed, on the condition that Corebrin serve him for a decade. The woodsman father agreed, assuming that the ancient mage would either forget his promise or die before Corebrin was old enough to become an indentured servant.

As the years passed, the sickly child grew strong. On the boy's eighth birthday, Teomon of the Ocek appeared at the family's door, demanding the child that was his due. Sadly, the woodsman agreed, pressing the frightened boy into the withered mage's tattered robes.

Under the mage's tutelage, the boy bore witness to dweomers and mysteries beyond the ken of most common folk. He has seen matter transformed by sheer will alone, has met speaking animals and beasts of myth, and even once held the arm of an elven princess as he escorted her through the darksome woods on the winter solstice. Now, with his 18th year fast approaching, the day is drawing nigh when Corebrin's duty to his master will be discharged, and he will enter the greater world, a free man and wiser for his service.

Description: A light-hearted, affable young man, Corebrin can be painfully cheery at times. Though not particularly bright or insightful, Corebrin seems incapable of bearing any shame for his shortcomings, laughing away his mistakes as quickly as he dismisses his talents. Unusually strong for his age, with the broad shoulders and quick reflexes of a natural fighter, Corebrin seems destined to grow into a fine warrior. Perhaps not surprisingly, he takes little pride in his accomplishments, preferring instead to let his actions to speak for him.

Comments: "I've got another idea we can try ..."

		otli the				Gnome RACE				Apprentice 1		Clara a	:-	1 £ +1	T:	
	ful Good GNMENT			None		0 LEVEL			N, EXPER			CHFO	<u>onie</u>	le of tl Round 1	<u>16 F1</u>	ena
Female	56	S	3′3		40	Ligh	t			Blonde		L	lazel		Lef	ft
GENDER	AGE	SIZE	HEIGH	T V	VEIGHT	COMPLEX				HAIR			EYES		HANDED	
											_			TOTAL	CURRENT	SUBDUAL
	ABILITY	SCOR		TEMP		Si	AVING		ABI	MAGIC MISC TEMP	,	HIT P	OINT	S 11	<u></u>	i
STR		-1 TE	EMP SCORE N		FORT	(CON) TOTAL +2	= 0	/E	2	MOD MOD MOD		LIFT OVER HE	EAD	120		300
DEX	14	+2			REF	(DEX) +2	= 0) +	2	+ + +		1 x MAX LOA	AD	2 x MAX LOAD	5 x 1	MAX LOAD
CON	15	+2			WILL	(WIS) +1	= 2	+	-1	+ + + + +		LOAD	SI	MAX PEED LOAD	MAX CH DEX PE	IK N RUN
INT	16	+3				SAV	ING THR	OW MC	DIFIER	S		4	L :	20 19.5	NORM NO	RM NORM
wis	8	-1			+2 racial	bonus vs. illusi	ons					SPEED	М	15 39.75	+3 -3	3 x4
СНА	10	0										20 ft	н	15 60	+1 -6	6 x3
		i	i		,			1					404400	MAY CUECK		wcz
ARMOR	R CLASS	13 NORMAL	= 10	+ ARMOR BONUS		2 + 1 DEX SIZE MOD MOD	+ Magic Mod]	AR	MOR & PROTECTIO	N	TYPE	ARMOR BONUS	MAX CHECK DEX PEN	FAIL SPE	WGT EED LBS
0%	6	11	1											<u> </u>		
ARCAI SPELL F	NE	FLAT FOOTED] [-	+4 dodge		AC vs. Giants			<u></u>							
0		13	1						·····							
ARMO CHECK		VS TOUCH ATTACKS							PRO	DFICIENT WITH 🗌 LIGHT AF	RMOR [MEDIUM A	ARMOR [HEAVY ARM	OR □ SHI	IELDS
									1 [ATTACK BO		
INITIA	ATIVE	+2 =	DEX MOD	MISC	, , , , , , , , , , , , , , , , , , ,	ATTACK BONU				BASE ATTACK BONU		+0			ial bonus	
INITIA	ATIVE MODIF	IERS		MOD		_	TOT ATTACK		A.		SIZE MOD	MISC MOD	TEMP MOD	kobolds a	and gobli	inoids
					MELE	(STR)	+	0	=	+0 + -1 +	1 +	0 +				
					RANG	ED (DEX)	+	3	=	+0 + +2 +	1 +	0 +				
					GRAPE	PLE (STR)	-[5	=	+0 + -1 +	-4 +	0 +				
				•					-	+ +	+	+				
	WEAPO	ONS	AT	TTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	NOTES & RELATED FEATS						
light cros	ssbow			+3	1d6	19-20/x2	80 ft	S	Р							
club				+0	1d4	x2	-	S	В							
				••••••••••												
									·							
						1										
	BAT PROI		•		PLE ALL M					COMBAT FEATS	& BE	NEFITS	/ NO	TES		
simple w	eapons, a	ilso treat	t hooked	hammer	as martial											
SKILI	MODIFI	ERS			RΔ	CIAL TRAITS				CLASS	S FEAT	TURES			FEATS	
	bonus to		Low-li	ght visio		o all illusion sp	ells;			52.00				Toughr		
and Craft	(alchemy	/)	***************************************			– speak with a		(burr	owing							
			***************************************			g lights, ghost	sound,									
			pres	tidigitatio	on (CL 1; D	C 10)										
			Langi	uages (Common (Gnome, Dracon	ic Dwa	rven	Orc							

SKILLS TOTAL SKILL POINTS	20 (+	+ INT MOD +1 HUMAN)	C				CHARACTER LEVEL + 3 (CHARACTER LEVEL + 3) / 2	CAN BE	USED UNT	RAINED 🕇 A	ARMOR CHEC	CK PENALTY A	APPLIES	
	SKILL			MISC	KEY				SKILL		ABI	MISC	KEY	CLASS
	MOD	RANKS	ABI MOD	MOD	ABILITY	CLASS?			MOD	RANKS	MOD		ABILITY	?
Appraise ■	3 =	+		+	INT		Knowledge (I		5	= 2		+	INT	<u>Y</u>
Balance ■†	2 =	+	2	+	DEX		Knowledge (I			=		+	INT	<u>Y</u>
Bluff ■	0 =	+	0 -	+	CHA		Knowledge (I	•		=	+ 3	+	INT	<u>Y</u>
Climb •+	-1 =	+	<u>-1</u> -	+	STR		Knowledge (I			=		+	INT	<u>Y</u>
Concentration •	6 =	4 +	_2 -	+	CON	<u>Y</u>	Knowledge (I			=		+	INT	Υ
Craft ■ ()	3 =	+		+	INT	<u>Y</u>	Knowledge (the Planes)		=		+	INT	Υ
Craft ■ ()	3 =	+		+	INT	<u>Y</u>	Listen ■		1	=		+ 2	WIS	
Decipher Script	-	+		+	INT		Move Silently	* ■†	2	=		+	DEX	
Diplomacy ■	0 =	+		+	CHA		Open Lock			=	+ 2	+	DEX	
Disable Device	=	+		+	INT		Perform ■		0	=	<u> </u>	+	CHA	
Disguise ■	0 =	+	0	+	CHA		Profession			=		+	WIS	Υ
Escape Artist •+	2 =	+	2	+	DEX		Ride ■		2	=		+	DEX	
Forgery ■	3 =	+	3	+	INT		Search ■		3	=		+	INT	
Gather Information ■	0 =	+	0 -	+	CHA		Sense Motive		-1	=	+1	+	WIS	
Handle Animal	2 =	2 +	0 -	+	CHA	Y	Sleight of Ha			=	+ 2	+	DEX	
Heal ■	-1 =	+	-1 -	+	WIS	Υ	Speak Langu	age		=	+ 3	+	INT	
Hide ■†	6 =	+	2 -	+ 4	DEX		Spellcraft		7	= 4	+ 3	+	INT	Υ
Intimidate ■	0 =	+	0 -	+	CHA		Spot ■		-1	=	+1	+	WIS	
Jump ■†	-6 =	+	0 -	+ -6	STR		Survival ■		1	= 2	+1	+	WIS	Υ
Knowledge (Arcana)	7 =	4 +	3 -	+	INT	Υ	Swim ■ ††		-1	=	+1	+	STR	
Knowledge (Architecture)	=	+	_ 3 -	+	INT	Y	Tumble †			=	+ 2	+	DEX	
Knowledge (Dungeoneering)	5 =	2 +	3 -	+	INT	<u>Y</u>	Use Magic De	evice		=	+ 0	+	CHA	
Knowledge (Geography)	=	+	3 -	+	INT	<u>Y</u>	Use Rope ■		3	=	+ 3	+	DEX	
EQUIPMENT			WGT			ITEM S	STOTS			COI	NSUMA	BLES		MOUNT
EQUIFICIAL	L	LOCATION	LBS				LOIS	LOCATION WGT L	BS				Ar	MOUNT
scholar's outfit		lothes	0				,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Head WGT L	BS				Ar	MOUNI
	cl						,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		BS				Ar	MOUNT
scholar's outfit	cl I.	lothes	0					Head	BS				Ar	MOUNI
scholar's outfit club	cl I. hi	lothes hand	0 1.5					Head Eyes	BS				Ar	MOUNI
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet	BS				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1	BS				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2	BS				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak	35				Arc	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield	35				Ar	MOUNT
scholar's outfit club light crossbow	cl I. hi	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1	35				Ar	MOUNT
scholar's outfit club light crossbow	Cd 1. h	lothes hand lip	0 1.5 2					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2	35				Ar	MOONI
scholar's outfit club light crossbow 10 bolts and quiver	Cd 1. h	lothes hand hip hack	0 1.5 2 0.5					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				Ar	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells	cl I. h b	lothes hand hip hack rotal	0 1.5 2 0.5	resistal				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver	l. h	lothes hand hip hack	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				Ar	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				A	MOUNT
scholar's outfit club light crossbow 10 bolts and quiver Magic Items and Spells Apprentice Spells; 0-level (DC 13)	l. h	lothes hand hip hack rotal d splash	0 1.5 2 0.5		nce			Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35				AP	MOUNT

Rootli's story

Rootli's family of scribes has served Teomon of the Ocek for several generations, a curious fact that is not lost on the long-lived gnomes. The original impetus for their service has been lost to the ages, but it is whispered that the family agreed to serve the wizard for his lifetime – a contract that has proven far longer than any gnome might expect. For her part, Rootli is happy to serve out her family's debt, in both letter and spirit, and Teomon in turn has rewarded the young gnome by teaching her a magic trick or two.

Strongly principled, Rootli has a highly developed sense of justice, right and wrong, a trait that has gotten her into trouble on more than one occasion. No crime can go unpunished, even if she has to take matters into her own diminutive hands.

Rootli's morality does not discourage her from enjoying practical jokes, and indeed the gnome seems to enjoy playing against type. She particularly enjoys teasing those who deem themselves too noble or serious to enjoy a good joke. This is never done in malice, but rather with the sincere belief that all anyone needs to enjoy life is to be shocked out of complacency. To the young gnome, life is to be enjoyed and defended – preferably with boon companions at one's side.

Description: An attractive young gnome with dancing blonde hair that falls to the small of her back and flashing dark eyes, Rootli has a dainty frame, even for a gnome. Any weakness in muscle is more than made up by her hearty spirit, which enlivens her whole being with health and vibrancy. Her eyes seem to drink in every detail, and she is always poised, moving without any wasted or excess motion.

Comments: "Turn around, I think there's something on your armor ..."

Lyewyn O' the	Downs		Half-Elf				Aristocrat 1								
CHARACTER			RACE				CLASS		Chro	nic	le o	f tl	he I	ie	<u>nd</u>
Lawful Neutral	None		0			N/A EXPERIEN	CE PENA				Rou	nd 1			
ALIGNMENT		105	LEVEL			EXPERIEN		ALIY							
Female 22 M GENDER AGE SIZE		125 EIGHT	Dark COMPLEX				Black HAIR			Brown				Right DEDNE	SS
												TOTAL		NT SUE	
ABILITY SCORE	S		S	AVING	THR	ROWS			HIT F	POINT		9			
SCORE MOD TEM	TEMP IP SCORE MOD		TOTAL	BAS SAV		ABI MOD	MAGIC MISC TEMP MOD MOD MOD		LIFT OVER H	EAD	L <u>IFT OF</u>	F GROUN	D	PUSH /	DRAG_
STR 11 0		FORT	(CON) +1	= 0	+	1 +	+ +		114		2	28		57	0'
DEX 14 +2		REF	(DEX) +2	= 0	+	2 +	+ + +		1 x MAX LO	AD	2 x MA	X LOAD	J	5 x MAX	LOAD
			(WIS) +5	┫ ├─		\vdash			LOAD			MAX	MAX	CHK	
		WILL	(WIS) +3	= 2	+	3 +	+ + +		LOAD			LOAD	DEX	PEN	RUN
INT 8 -1			SAV	ING THRO	OW MC	DDIFIERS		_	38	L .	30	38	NORM	NORM	NORM
WIS 16 +3		+2 racial l	oonus vs. ench	antmer	nt spe	ells or ef	fects		SPEED	М	20	76	+3	-3	х4
CHA 10 0									30 ft	Н	20	114	+1	-6	х3
					1								J		
ARMOR CLASS 18 NORMAL	= 10 + 4	+ 2 +		+		ARM	OR & PROTECTIO	N	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
NORMAL	ARMOR BONUS		DEX SIZE MOD MOD	Magic Mod		chain s	hirt		Light	+4	+4	-2	20	30	25
- 16		AC MOI	DIFIERS			heavy v	wooden shield		Shield	+2	-	-2	15	-	10
ARCANE FLAT SPELL FAIL FOOTED															
-4 12															
ARMOR VS TOUCH CHECK PEN ATTACKS						PROFIC	CIENT WITH 🔳 LIGHT AR	RMOR 🖪	MEDIUM A	armor [■ HEA	VY ARM	IOR 🔳	SHIELD	OS
						1					ATT	ACK BO	ONUS M	ODIFIE	RS
INITIATIVE +2 =	2 +	A	TTACK BONU	SES		ВА	SE ATTACK BONU	S	+0						
INITIATIVE MODIFIERS	DEX MOD MISC MOD			TOTA ATTACK E				SIZE	MISC MOD	TEMP MOD					
		MELEI	E (STR)	+()]= -	+0 + 0 +	+	0 +						
		RANGE	D (DEX)	+2	2	= .	+0 + 2 +	+	0 +						
		GRAPP	LE (STR)	+(<u> </u>	1_ —	+0 + 0 +	+	0 +						
		GKAFF	(5110)	-	,	-		'	-						
WEADONG]=	+ + +	+	+						
WEAPONS rapier	+2	1d6	CRITICAL 18-20/x2	RANGE	SIZE		ses Dex instead of	Str for	· attack r	olle					
						·									
dagger (melee)	+2	1d4	19-20/x2	-	М		ses Dex instead of								
dagger (thrown)	+2	1d4	19-20/x2	10 ft	М	P u	ses Dex instead of	Str for	attack r	olls					
	<u> </u>	<u> </u>													
COMBAT PROFICIENC		PLE 🔳 ALL MA	ARTIAL				COMBAT FEATS	& BE	NEFITS	/ NO	TES				
all simple and martial weap	ons														
light, medium, and heavy a	rmor														
all shields (including tower	shields)														
				,										_	
SKILL MODIFIERS +1 racial bonus to Listen,	immune to slee		CIAL TRAITS	sidered	an o	lf	CLASS	FEA'	TURES		١٨		FEAT n Fine		
Spot, and Search	low-light vision		iu circus, cons	siuel eu	ane						V	саро	111111111111111111111111111111111111111	55C	
+2 racial to Diplomacy										***************************************					
and Gather Information															
	Languages: C	Common, F	lven												

SKILLS TOTAL SKILL POINTS	12	+ INT MOD (+1 HUMAN)	C	CLASS ROSS-CLAS	SS SKILL M	AX RANKS =	(CHARACTER LEVEL + 3) / 2	BE USED UNT	RAINED T	ARMOR CHEC	CK PENALTY	APPLIES	
	SKILL	DANKS	ADI MOD	MISC	KEY	CLACCO		SKILL	DANKC	ABI	MISC	KEY	CLASS
Appraise ■	MOD 3	RANKS = 4 +	ABI MOD	MOD +	ABILITY INT	CLASS?	Knowledge (History)	MOD	RANKS	мор + -1	MOD +	ABILITY INT	? Y
Balance •†	-2	= +		+ -4	DEX	<u> </u>	Knowledge (Local)				+	INT	Y
Bluff ■	0	= +		+	CHA		Knowledge (Nature)		_	+ -1		INT	Y
Climb •+	-4	= +		+ -4	STR	<u> </u>	Knowledge (Nobility)	3	= 4		+	INT	Y
Concentration •	1	= +		· <u>'</u>	CON		Knowledge (Religion)		<u> </u>	· —	· ——	INT	Y
Craft ■ ()	-1	= +			INT		Knowledge (the Planes)	-			·	INT	Y
Craft ■ ()	-1	= +			INT		Listen •	4			+ 1	WIS	Y
Decipher Script		= +			INT		Move Silently ■†	-2			+ -4	DEX	<u> </u>
Diplomacy ■	2	=+		+ 2	CHA	Υ	Open Lock				· <u> </u>	DEX	
Disable Device		=+		· <u></u>	INT	<u> </u>	Perform •	0		+ 0	· ——	CHA	Y
Disguise •	0			+	CHA	Υ	Profession	- F	_	-	·	WIS	<u> </u>
Escape Artist •†	-2		2.	· + -4	DEX	<u> </u>	Ride ■	2		+ 2	<u> </u>	DEX	Υ
Forgery •	-1			· <u> </u>	INT	Υ	Search ■	0			+ 1	INT	<u> </u>
Gather Information	2			· + 2	CHA	<u>'</u>	Sense Motive ■	3			· 	WIS	Υ
Handle Animal				+	CHA	<u>'</u>	Sleight of Hand				+	DEX	
Heal •	3		-	· +	WIS		Speak Language			· —	·	INT	Υ
Hide ■†	-2			· —— + -4	DEX		Spellcraft			· —	+	INT	
Intimidate ■	0			+	CHA		Spot •	4			· —— + 1	WIS	Υ
Jump ■†	-4	= +		· + -4	STR	<u> </u>	Survival •	3			· -	WIS	Y
Knowledge (Arcana)	3	= 4 +	<u> </u>		INT	Υ	Swim • ††	-8			+ -8	STR	Y
Knowledge (Architecture)		= +		· +	INT	<u> </u>	Tumble †	-2		· —	+ -4	DEX	<u> </u>
Knowledge (Dungeoneering)		= +	-1		INT	<u> </u>	Use Magic Device			+ 0	· <u> </u>	CHA	
Knowledge (Geography)		= +			INT	<u> </u>	Use Rope ■	2		· —	+	DEX	
Talowicage (Geography)							OSC NOPC			· <u> </u>			-
EQUIPMENT		LOCATION	WGT LBS			ITEM S	SLOTS		CO	NSUMA	BLES	Δ	AMOUNT
							LOCATION WGT	LBS					
traveler's outfit		body	0				LOCATION WGT Head	LBS					
traveler's outfit chain shirt							LOCATION WOT	LBS					
		body	0				Head	LBS					
chain shirt		body body	0 25				Head Eyes	LBS					
chain shirt heavy wooden shield		body body r. hand	0 25 10				Head Eyes Amulet	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling	0 25 10 2				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	LBS					
chain shirt heavy wooden shield rapier dagger		body body r. hand sling pocket	0 25 10 2 1				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4						

Lyewyn O' the Downs' story

The bastard daughter of an elven prince and a human maid, Lyewyn is nonetheless the heiress to an ancient elvish line. She was delivered as a swaddled babe to Teomon's tower, so that the mage could raise the child independent of the scorn and shame that drove her father and mother to exile themselves into the wilds of the North.

Lyewyn has been aware of her ancestry for as long as she can recall, and works tirelessly for the day she can return to her father's people and assume her rightful place. Until that day comes, she will continue to hone her skills and knowledge. Regretfully, her single-minded dedication has robbed Lyewyn of the carefree grace so characteristic of her elven ancestors; Teomon has tried to cure Lyewyn of her frantic obsession, even going so far as to pair her with Rootli the Imp, but this only served to get the gnome nearly skewered on the young aristocrat's blade. Since that ill-fated encounter, Teomon has seemed to resign himself to letting the hardheaded Lyewyn have her way, even though it will likely lead to her to heartbreak in the end.

Lyewyn finds some small comfort in fencing with Corebrin; though the human warrior is far too cheerful for her tastes, he makes a fine opponent, something Lyewyn admires. Of all Teomon's ragtag servants and foundlings, Lyewyn spends the bulk of her time in Thoromir's company – the sullen dwarf and impassioned half-elf each enjoying the silence of the other's company.

Description: With her dark hair, complexion, and eyes, and her half-elven features, Lyewyn mighty be considered attractive, but her fierce single mindedness mars her otherwise exotic beauty. Light on her feet and quick with a blade, Lyewyn relies on her speed and agility to carry her in battle. She is wiser and more intuitive than she cares to admit, preferring to rest in obsession rather than rationally consider the likely outcome of her quest – and its bitter fruits.

Comments: "Must you insist on speaking?"

Aminfalo		_	Elf				Guard 1	_	
CHARACTER	₹		RACE				CLASS	Chronic	le of the Fiend
Chaotic Good ALIGNMENT	None DEITY		0 LEVEL	-		N/A EXPERIENCE	0 PENALTY	/	Round 1
Male 124 M	4′10	95	Fair				Brown	L Hazel	Right
GENDER AGE SIZE		EIGHT	COMPLEX			_	HAIR	EYES	HANDEDNESS
									TOTAL CURRENT SUBDUAL
ABILITY SCOR	ES		S	AVING	THE	ROWS		HIT POINT	
SCORE MOD TE	TEMP EMP SCORE MOD		TOTAL	BAS SAV			AGIC MISC TEMP	LIFT OVER HEAD	LIFT OFF GROUND PUSH / DRAG
STR 14 +2		FORT	(CON) +3	= 2			+ +	174	348 870
 		DEE	(DEV) 1.3	$\dashv\vdash$	_			1 x MAX LOAD	2 x MAX LOAD 5 x MAX LOAD
DEX 16 +3		REF	(DEX) +3	= 0	+	3 +	+ + +		
CON 12 +1		WILL	(WIS) +1	= 0	+	1 +	+ +	LOAD	MAX MAX CHK PEED LOAD DEX PEN RUN
INT 12 +1			SΔV	ING THRO	OW MC	ODIFIERS		28 L 3	30 58 NORM NORM NORM
WIS 13 +1		+2 racial	bonus vs. ench				ects	SPEED M 2	20 116 +3 -3 x4
			DOTTED TOT CITE		ic op.				
CHA 8 -1								30 н 2	20 174 +1 -6 x3
ARMOR CLASS 16	= 10 + 3	+ +	3 +	+		ARMO	R & PROTECTION	ARMOR TYPE BONUS	MAX CHECK SPELL WGT DEX PEN FAIL SPEED LBS
NORMAL	ARMOR BONUS	SHIELD BONUS	DEX SIZE MOD MOD	Magic Mod	•	studded	leather	Light +3	+5 -1 15 30 20
- 13	7								
ARCANE FLAT	1	AC MO	DIFIERS		1			<u> </u>	
SPELL FAIL FOOTED 13	1								
ARMOR VS TOUCH						PROFICE	ENT WITH THE LICHT ARMO	D MEDIUM ADMOD	☐ HEAVY ARMOR ■ SHIELDS
CHECK PEN ATTACKS					1	FROTICE	LIVI WITH ELIGHT ARRIO	K E MEDION ARMOR E	ATTACK BONUS MODIFIERS
INITIATIVE +3 =	3 +	A	TTACK BONU	JSES		BAS	E ATTACK BONUS	+1	+1 to attack vs. foes
	DEX MOD MISC			TOTA	AI	BA		MISC TEMP	within 30 feet
INITIATIVE MODIFIERS	MOD		_	ATTACK I	BONUS	ATTACK	BONUS MOD MOD	MOD MOD	Widill 30 feet
		MELE	E (STR)	+3	3	= +	1 + 2 + 0	+ 0 +	
		RANGI	ED (DEX)	+4	4	= +	1 + 3 + 0	+ 0 +	
		GRAPP	LE (STR)	+3	3	= +	1 + 2 + 0	+ 0 +	
						1=	+ + +	+ + +	
WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE NOT	ES & RELATED FEATS	J L	
shortsword	+3	1d6+2	19-20/x2	-	М	Р			
longbow	+4	1d8	x3	100 ft	М	P +1	to attack and damag	ne rolls within 30 fl	t of target
longbow	7.7	100		100 10	1-1	1 72	to attack and damag	ge rons within 50 h	. or target
				ļ					
				<u> </u>					
			<u>I</u>		1	ı			
COMBAT PROFICIENC	•	PLE 🔳 ALL M	ARTIAL				COMBAT FEATS &	BENEFITS / NO	res
all simple and martial wea	pons								
light and medium armor				Point	Blaı	nk Shot:	+1 to ranged attacks	and damage vs. fo	oes within 30 feet
shields (not tower shields)									
SKILL MODIFIERS		DA	CIAL TRAITS				CLASS E	EATURES	FEATS
+2 racial bonus to Listen,	low-light vision			/sis: au	toma	tically	CLASS F	LATURLS	Point Blank Shot
Search, and Spot	entitled to a Se								
	or secret door;								
	Languages: C	ommon, E	lven, Draconic						

SKILLS	TOTAL SKILL POINTS 16	+ INT MOD (+1 HUMAN)	С				RACTER LEVEL + 3 JARACTER LEVEL + 3) / 2	■ CAN BE	USED UNT	RAINE	D † A	RMOR CHEC	K PENALTY	APPLIES	
	SKILL			MISC	KEY				SKILL			ABI	MISC	KEY	CLASS
Amurica -	MOD	RANKS	ABI MOD	MOD	ABILITY		Kasuladas (I	lists m A	MOD	1	RANKS	MOD	MOD	ABILITY	?
Appraise ■ Balance ■†	2	=+	-		INT	<u>Y</u>	Knowledge (I		3	=	⁺	- -	-	INT INT	Y
Bluff •	-1	- -			CHA		Knowledge (I		-	_		1		INT	
Climb •†	1	<u> </u>			STR		Knowledge (I	•		_		1		INT	
Concentration •	1				CON	<u>'</u>	Knowledge (I			=			-	INT	
Craft ■ ()	1		1	·	INT		Knowledge (_		1 -		INT	
Craft ■ ()	1	 +	1 4		INT	<u> </u>	Listen •		7	=	4 +	- 1 +	+ 2	WIS	Υ
Decipher Script		= +	1 +	+	INT		Move Silently	, ■†	2	=		- 3 +		DEX	
Diplomacy ■	-1	= +	-1 +	+	CHA		Open Lock			=		- 3 +		DEX	
Disable Device		= +	1 -	+	INT		Perform ■		-1	-		-1 +	+	CHA	
Disguise ■	-1	= +	-1 +	+	CHA		Profession			=		- 1 -	+	WIS	Υ
Escape Artist ■†	2	= +	- 3 -	+ -1	DEX		Ride ■		3	=		- 3 -	+	DEX	Υ
Forgery ■	1	= +	1 -	+	INT	Y	Search ■		7	=	4 -	1 -	+ 2	INT	Υ
Gather Information	on ■ -1	= +	-1 +	+	CHA		Sense Motive	: =	5	=	4 +	- 1 +	+	WIS	Υ
Handle Animal		= +	-1 +	+	CHA		Sleight of Ha	nd		=		- 3 +	+	DEX	
Heal ■	1	= +	1 -	+	WIS		Speak Langu	age		=	-	1 -	+	INT	
Hide ■†	2	= +	3 +	-1	DEX		Spellcraft			=	-	1 -	+	INT	
Intimidate ■	-1	=+	-1 -	+	CHA	<u>Y</u>	Spot ■		7	=	4 -	1 +	+ <u>2</u>	WIS	Υ
Jump ■†	1	=+	2 -	+ <u>-1</u>	STR		Survival ■		1	=	+	1 -	+	WIS	
Knowledge (Arcar		=+	1_	+	INT		Swim ■ ††		0	=	+	2 -	-2	STR	
Knowledge (Archi		=+	1	+	INT		Tumble †			=	+	- 3 -	+ <u>-1</u>	DEX	
Knowledge (Dung		=+	_1_+	+	INT		Use Magic De	evice		=	+		+	CHA	
Knowledge (Geog	raphy)	=+	_1_+	·	INT		Use Rope ■		5	=	2 +	- 3 +	·	DEX	<u>Y</u>
		1	WGT					 1							
EQUIPI	MENT	LOCATION	LBS			ITEM SLO	nts		20		CON	ISUMA	BLES	Δ	
							013	LOCATION WGT LE	35						MOUNT
traveler's outfit		clothes	0					Head							AMOUNT
studded leather		clothes body	0 20					Head Eyes							AMOUNT
studded leather shortsword		clothes body belt	0 20 2					Head Eyes Amulet							AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1							AMOUNT
studded leather shortsword		clothes body belt	0 20 2					Head Eyes Amulet Ring 1 Ring 2							AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers							AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak							AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe							AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest							AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe	35						AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves	35						AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt	35						AMOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots	35						MOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield	35						MOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1	35						MOUNT
studded leather shortsword longbow		clothes body belt back	0 20 2 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2	35						MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	35						MOUNT
studded leather shortsword longbow		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)		clothes body belt back back	0 20 2 3 3 3					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT
studded leather shortsword longbow arrows (20)	ind Spells	clothes body belt back back TOTAL	28					Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4							MOUNT

Aminfalost's story

When Lyewyn was but an infant, her parents had her sent to Teomon of the Ocek. Aminfalost and a troop of elven royal guards were sent in pursuit of the half-elf bastard, with orders of retrieving the child upon pain of death. When the ancient mage refused to give up the child, the elves attempted to take the child by force; the troop was destroyed to a single elf. When Aminfalost awoke, he was bound and gagged in the prison beneath Teomon's tower. When approached by the wizened mage, Aminfalost swore that he would rather die than fail in his sworn duty. Teomon agreed to let the elf free if he would serve the mage; in return, Teomon would let the elf slay him – in fifty years' time. To honor his side of the bargain, Aminfalost only had to protect Teomon that long.

Over the years, Aminfalost has come to respect and admire the old mage. His devil's bargain with Teomon still stands, though it has become little more than a joke between old friends. Aminfalost has taken it upon himself to train both Lyewyn and Corebrin in swordplay, and enjoys the carefree camaraderie of Rootli and the endless curiosity of Tanlew. To date, the sole companion Aminfalost has been unable to accept is the dour Thoromir – the dwarf is far too grim for the elf's tastes, and his violent nature seems a liability to the steadfast Aminfalost.

Description: With an exceptionally strong build for an elf, Aminfalost carries himself with the grace and power of a sylvan cat. Though light-hearted and quick to laugh, he has little use for conversation, preferring instead to observe social encouters from a distance. When he has a need to speak, it is typically direct and to the point, which can often times be perceived as brusque or abrupt. Aminfalost feels most at home in the forest, slipping softly through sun-glades, with the wind whispering overhead. When in communion with the beauty and majesty of the natural world, what use is mere conversation?

Comments: "Shhh...listen."

Tanley		<u> </u>	Human				Adept 1						
CHARACT			RACE				CLASS		Chro	<u>onic</u>	le of t		end
Neutral Good ALIGNMENT	Delv		0 LEVEL			N/A EXPERIENCE	<u> </u>	PENALTY			Round 1		
Female 16 M	5′10	118 lbs	Lightly T	anned		L/II LITILITY	Sandy	LIVILII		Brown		Rig	aht
GENDER AGE SIZE	HEIGHT	WEIGHT	COMPLE				HAIR			EYES			DNESS
											TOTAL	CURRENT	SUBDUAL
ABILITY SCOR			S	AVING					HIT	POINT	S 8		<u> </u>
SCORE MOD	TEMP TEMP SCORE MOD		TOTAL	BAS SAV				TEMP MOD	LIFT OVER H	IEAD	LIFT OFF GROU	ND PU	SH / DRAG
STR 13 +1		FORT	(CON) +2	= 0	+	2 +	+ +		150		300		500
DEX 10 0		REF	(DEX) +0	= 0	+	0 +	+ +		1 x MAX LC	DAD	2 x MAX LOAI	5 x	MAX LOAD
CON 14 +2		WILL	(WIS) +5	= 2	+	3 +	+ + +		LOAD		MAX	MAX C	НК
INT 10 0								I	7	1	30 50		EN RUN ORM NORM
			SA\	/ING THRO	IOM WC	DIFIERS				' -		_	
WIS 16 +3									SPEED	1 F	20 100	_	-3 x4
CHA 8 -1									30 ft.	н	20 150	+1	-6 x3
ARMOR CLASS 10	= 10 +			+	1 [ADMC	R & PROTECT	TON		ARMOR		K SPELL	WGT
NORMA	L ARM	IOR SHIELD	DEX SIZE	Magic]	ARMC	K & PROILCI	ION	TYPE	BONUS	DEX PEN	FAIL SP	EED LBS
	BON	NUS BONUS	MOD MOD	Mod									
0% 10 ARCANE FLAT		AC MO	DIFIERS		1								
SPELL FAIL FOOTED)												
0 10 VS TOUC						DDOCTO	IENT WITH □ LIGH	T ADMOD	MEDIUM	ADMOD	HEAVOY ADI	MOD \square CH	ITEL DC
CHECK PEN ATTACK	S					PROFIC	IENI WITH LL LIGH	I ARMOR I	□ MEDIOM	ARMOR I		MOR LL SH BONUS MOD	
INITIATIVE +0	= 0 +	A	TTACK BONU	JSES		BAS	SE ATTACK BO	NUS	+0		71117161112	701100 1102	1.12.10
	DEX MOD MISC MOD			TOTA	AL	BA	ASE ABI	SIZE	MISC	TEMP			
INITIATIVE MODIFIERS	HOD	MELE	F (CTD)	ATTACK I			K BONUS MOD	MOD	MOD	MOD			
		MELE		+:					+ 0 +				
		RANGI	ED (DEX)	+(0	= +	+ 0	+ 0	+ 0 +	ļ			
		GRAPP	LE (STR)	+:	1	= 4	+ 1	+ 0	+ 0 +	<u></u>			
						=	+	+	+ +				
WEAPONS	ATTACK BON	NUS DAMAGE	CRITICAL	RANGE	SIZE	TYPE NO	TES & RELATED FEATS			haraman and			
dagger (melee)	+1	1d4+1	19-20/x2	-	М	S							
dagger (thrown)	+0	1d4+1	19-20/x2	10 ft	М	S							
spear (melee)	+1	1d8+1	x3	-	М	Р							
spear (thrown)	+0	1d8+1	x3	20 ft	М	Р							
COMBAT PROFICIEN	ICIES ALL S	SIMPLE ALL M	ARTIAL				COMBAT FEA	TS & B	ENEFITS	S / NO	TES		
proficient with simple we	apons												
				Snell	Dono	tration	+1 to overcome	SD of	craaturac				
				Spen	rene	ci acioni.	+1 to overcome	S SIX OI V	ci catui cs				
SKILL MODIFIERS			CIAL TRAITS						TURES			FEATS	
+4 to Concentrate when	1 bonus feat	at 1st level,	+1 skill point	per leve	21		summon far	nılıar (n	one curre	ently)		at Casting	
casting defensively, pinned, or grappled											Spell F	Penetratio	J11
Fca, or grappica													
	Languages	: Common											

SKILLS	TOTAL SKILL POINTS 12	+ INT MOD (+1 HUMAN)	CR	CLASS S OSS-CLASS		RANKS = $(CHARACTER LEVEL + 3) / 2$	CAN BE U	JSED UNTF	RAINED † A	ARMOR CHEC	K PENALTY A	PPLIES	
	SKILL			MISC	KEY			SKILL		ABI	MISC	KEY	CLASS
Annunias =	MOD		ABI MOD		ABILITY CLA		l lists m.d	MOD	RANKS	MOD		BILITY	?
Appraise ■	0	=+			INT	Knowledge (\vdash	=	+ 0 +		INT	<u>Y</u>
Balance ■† Bluff ■	0	=+	<u> </u>		DEX	Knowledge (*	\vdash	=	+ 0 +		INT	<u>Y</u>
	-1	=+			CHA	Knowledge (_	=	+ 0 +		INT	$\frac{Y}{Y}$
Climb ■†	1	=+	1 +		STR	Knowledge (=	+ 0 +		INT	<u>Y</u>
Concentration •	6	= 4 +	2 +			Y Knowledge (2		+ 0 +	<u> </u>	INT	<u>Y</u>
Craft • ()	0	+	0 +			Y Knowledge	(the Planes)	2	= 2	+ 0 +	-	INT	<u> </u>
Craft ■ ()	0	=+	0 +		_	Y Listen ■		3	=	+ 3 +		WIS	
Decipher Script	<u> </u>	+	0 +		INT	Move Silentl	/ ■†	0	=	+ 0 +		DEX	
Diplomacy ■	-1	=+	-1 +		CHA	Open Lock			=	+ 0 +		DEX	
Disable Device		=+	0 +		INT	Perform •		-1	=	+1 +		CHA	
Disguise ■	-1	=+			CHA	Profession			=	+ 3 +		WIS	Υ
Escape Artist ■†		=+			DEX	Ride ■		0	=	+ 0 +	+ <u> </u>	DEX	
Forgery ■	0	=+	<u> </u>		INT	Search ■		0	=	+ 0 +		INT	
Gather Informati	ion ■ -1	=+	-1 +		CHA	Sense Motiv		3	=	+ 3 +	+ <u> </u>	WIS	
Handle Animal	-1	=+				Y Sleight of Ha			=	+ 0 +	+	DEX	
Heal ■	5	= 2 +	3 +		WIS `	Y Speak Langu	iage		=	+ 0 +	·	INT	
Hide ■†	0	=+	0 +		DEX	Spellcraft			=	+ 0 +	+ <u> </u>	INT	<u>Y</u>
Intimidate ■	-1	=+	-1 +		CHA	Spot ■		3	=	+ 3 +	·	WIS	
Jump ■†	1	=+	1 +		STR	Survival ■		3	=	+ 3 +	+	WIS	Υ
Knowledge (Arca	ana) 2	= 2 +	0 +		INT	<u>Y</u> Swim ■ ††		1	=	+ 1 +	+	STR	
Knowledge (Arch	nitecture)	=+	0 +			Y Tumble †			=	+ 0 +	+	DEX	
Knowledge (Dun	_	=+	0 +		INT	Y Use Magic D	evice		=	+1_+	+	CHA	
Knowledge (Geo	graphy)	=+	0 +		INT '	Y Use Rope ■		0	=	+ 0 +	+ <u> </u>	DEX	
													_
EQUIP	MENT	LOCATION	WGT LBS		IT	TEM SLOTS	LOCATION WGT LB	<u>s</u>	CO	NSUMA	BLES	AN	MOUNT
scholar's outfit	PMENT	clothes	LBS		IT	EM SLOTS	LOCATION WGT LB Head	s	COI	NSUMA	BLES	AN	MOUNT
	PMENT		LBS -		IT	TEM SLOTS		s 	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit	PMENT	clothes	LBS -		IT	EM SLOTS	Head	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	PMENT	clothes belt	- 1		IT	TEM SLOTS	Head Eyes	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1		IT	TEM SLOTS	Head Eyes Amulet	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	PMENT	clothes belt	- 1		IT	TEM SLOTS	Head Eyes Amulet Ring 1	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	PMENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2	<u>S</u>	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	PMENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1		IT	TEM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	PMENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	PMENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1		IT	EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	- 1			EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger	MENT	clothes belt	LBS - 1 1 6			EM SLOTS	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear		clothes belt hands	LBS - 1 1 6				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7	auide:		Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds				Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT
scholar's outfit dagger spear Magic Items Adept Spells; 0-level	and Spells	clothes belt hands TOTAL	1 6 6 7 7 7 wounds			Desc	Head Eyes Amulet Ring 1 Ring 2 Bracers Cloak Robe Vest Gloves Belt Boots Shield Misc 1 Misc 2 Misc 3 Misc 4	S	COI	NSUMA	BLES	AN	MOUNT

Tanlew's story

A foundling raised by a witch, Tanlew was sent to become an apprentice to Teomon when she was six years of age. To his surprise, the young girl showed no fear of him. Quite the opposite, she immediately seemed at home, treating the crotchety old mage with the familiarity due an old companion. Where others would fear Teomon's shadow, Tanlew ignored the mage's grandstanding antics. She would even refuse to sleep in her own bed, going so far as to curl up and sleep in the mage's favorite chair – indifferent to whether it was occupied by said old mage at the time.

Tanlew has always displayed a confidence and wisdom beyond her years. What others perceive as a naiveté is actually an unshakeable faith in ultimate goodness of the universe. While cruelty, evil, and wickedness exist, so too do the weapons necessary to exorcise them. All that is necessary, in Tanlew's admittedly limited view, is the courage to take up arms against the darkness and drive it from battlefield.

Of all Teomon's wards, Tanlew is certainly his favorite, and the one he frets about the most. Whether or not her beliefs are unfounded, the mage cannot say, but experience has taught him that the world has little care for right or wrong, good or evil. Still, Tanlew has always managed to surprise him, and a small part of Teomon holds out in hope that he might be surprised once again.

Description: An otherwise plain young girl with sandy hair and freckles, it is Tanlew's all-knowing smile that tends to have an unnerving effect on adults. She exudes a confidence and faith far beyond her years. She seems slightly removed, as if she can't be troubled by the physical world, wearing tattered and stained dresses and only combing her hair when Teomon demands it. She spends much of her time toiling in Teomon's herbal gardens, so her hands often smell of earth, and she always has dark soil buried beneath her fingernails.

Comments: "Are you sure that's the decision you want to make?"