Arthur	Ir	win Goldsteir	h	Liller		Chaotic Good	[]
NAME			1	Uller DEITY		ALIGNMENT	-
Ftr8 Div1 Arc6 111659	El		Medium	5' 1"	117 lbs.	Low-light	
CLASS EXPERIEN			SIZE	HEIGHT	WEIGHT	VISION	-
15 120000	12	28	Male	Grren	Black, Wild	-102	
Character Level NEXT LEVI			GENDER	EYES	HAIR	POINTS	-
ABILITY NAME BASE BASE ABILITY AI SCORE MOD SCORE	BILITY TEMP TEM MOD SCORE MC		WOUNDS/CUP	RRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 20 +5 20	+5 20 +		27				Walk 40 ft.
Strength			32 : 25 : 21	= 10 +	8 + 3 + 7 + 0 + 0	+ 4	5 +0 0
DEX _{Dexterity} 18 +4 24	+7 24 +	armor class		H BASE	ARMOR SHIELD STAT SIZE NATURA		ARCANE ARMOR SPELL
CON 14 +2 16	+3 16 +3			<u> </u>	BONUS BONUS	AL MISC MISS CHANCE	SPELL CHECK RESIST FAILURE PENALTY
Constitution			E +11 = +7	+ +4		SKILLS	MAX RANKS 18/9
INT 14 +2 14 -	+2 14 +2	2 modifier	TOTAL DEX MODIFIER	MISC	SKILL NAME	KEY ABILITY SKILL MODIFIE	ABILITY MISC R MODIFIER RANKS MODIFIER
WIS 14 +2 14	+2 14 +2	2 BASE ATTAC		V	Appraise	INT 3	= 2 + + 1
Wisdom		bonus	ж +14/+9/-	+4	Balance	DEX 9	= 7 + 1.0 + 1
CHA 11 +0 11	+0 11 +	0		~	Bluff	CHA 1	= 0 + + 1
Charistia				~	Climb	STR 6	= 5 + + 1
SAVING THROWS TOTAL	BASE ABILITY I	MAGIC MISC EPIC	TEMP conditional modifiers		Concentration	CON 5	= 3 + 1.0 + 1
FORTITUDE +20=	+11 + +3 +	+6 + +0 + +0 +	+	~	Control Shape	WIS 3	= 2 + + 1
(constitution)				1	Craft (Bowmaking)	INT 8 INT 3	= 2 + 5.0 + 1
(dexterity) +20 =	+7 + +7 +	+6 + +0 + +0 +		v .(Craft (Untrained)	INT 3 CHA 1	= 2 + + 1 = 0 + + 1
WILL +14 =	+6 + +2 +	+6 + +0 + +0 +		v 1	Diplomacy Disguise	CHA 1	<u> </u>
(wisdom)				/	Escape Artist	DEX 10	= 0 + + 1 = 7 + + 3
TOTAL		SE ATTACK BONUS STAT			Forgery	INT 3	= 7 + + 3
MELEE +20/+15/-	+10 = +	-14/+9/+4 + +5	+ +0 + +1 + +0)+ 🗸	Gather Information	CHA 1	= 0 + + 1
RANGED +22/+17/-	.12	-14/+9/+4 + +7	++0++1++0	<u>.</u>	Heal	WIS 3	= 2 + + 1
attack bonus	+12 = +	-14/+9/+4 + +7		∕_+∕	Hide	DEX 8	= 7 + + 1
GRAPPLE +20/+15/-	+10 = +	-14/+9/+4 + +5	+ +0 + +1 + +0) + 🗸	Intimidate	CHA 1	= 0 + + 1
	AL ATTACK BONU	US DAMAGE	CRITICAL RE	ACH	Jump	STR 19	= 5 + 4.0 + 10
	+20/+15/+10	1d3+5		ft.	Knowledge (Nobility and	INT 4	= 2 + 1.0 + 1
			PE SIZE CRITICAL		Royalty)		
*Arthur's Great L	ongbow	HAND TYP Both P		REACH ✓ 0 ft.	Listen	WIS 11	= 2 + 4.0 + 5
		Masterwork, Steel, Wood)			Move Silently	DEX 12	= 7 + 4.0 + 1
30 ft. 220 TH +29/+24/+19 +28/+2			60 ft. 880 f +19/+14 +22/+17		Perform (Untrained)	CHA 1	= 0 + + 1
			8+12 1d8+	·	Ride Search	DEX 11 INT 5	= 7 + 3.0 + 1 $= 2 + + 3$
Special Properties	Masterwork, Wo	ood, Distance, Holy, Mig	hty Bow, Shock		Sense Motive	WIS 3	= 2 + + 3 = 2 + + 1
*Arthur's Great Long	nhow [Ran	HAND TYP	E SIZE CRITICAL	REACH	Speak Language(Faerie	1	= 0 + 1.0 +
Shot]		Both P	M 19-20/x3	0 ft.	Dragon)		- 0 + 1.0 +
	nunition: Arrow +3 (Masterwork, Steel, Wood)			Spellcraft	INT 6	= 2 + 3.0 + 1
30 ft. 220) ft.	440 ft. 6	60 ft. 880 f		Spot	WIS 24	= 2 + 17.0 + 5
		-24/+19/+14 +22/+2		~	Survival	WIS 16	= 2 + 13.0 + 1
Dam 1d8+13 1d8 Special Properties		1d8+12 1d ood, Distance, Holy, Mig	8+12 1d8+	12	Swim	STR 6	= 5 + + 1
					Use Rope	DEX 14	= 7 + 6.0 + 1
Greatsword +2	2, Keen	HAND TYF Carried S		REACH 0 ft.			= + +
To Hit	Dam			Dam	/: can be used ur	ntrained. X: exclusive sk	= + +
^{2H} +22/+17/+12	2d6+9	2W-OH		N/A	v . can be deed u	a anou p. cholusive sh	
Special Properties (Greats *: weapon is equipped	sword (Keen/+2 (V	Veapon)/Masterwork)), I	Masterwork, Steel, Keen				
1H-P: One handed, in primary hand. 1H-O: O weapon is heavy). 2W-P-(OL): 2 weapons, pr	ne handed, in off han rimary hand (off hand	d. 2H: Two handed. 2W-P-(0 weapon is light). 2W-OH: 2 v	DH): 2 weapons, primary hand weapons, off hand.	l (off hand			
ARMOR		TYPE AC	MAXDEX CHECK SPELL	FAILURE			
*Buckler +		Shield +		5			
(Buckle *Bracers of Arm		erwork)), Masterwork, S +		0			
The wearer is surrounded with an inv	visible but tangible	field of force, granting h					
*Ioun Stone (Dust		re wearing armor	1 +0	0			

though he were wearing armor						
*Ioun Stone (Dusty Rose)	+1	+0	0			
Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head ~ Prism ~ insight bonus to AC						
*Ring of Protection +3	+3	+0	0			
Grants +3 deflection bonus to AC						

	Da	gger			HAND	TYPE	_		RITICAL	REACH	EQUIPME		
	To H		Dar	n	Carrie	d PS	M To H		9-20/x2	0 ft. Dam	ITEM addition to this striding ability (considered an enhancement bonus),	LOCATION	QTY
1H-P	+20/+15		1d4-		2W-P-(OH)	+	10 H		-+	1d4+5	these boots allow the wearer to make great leaps	F . 1	
1H-O	+16/+1		1d4-	-	2W-P-(OL)		16/+1			1d4+5	Bracers of Armor +8	Equipped	1
2H	+20/+15		1d4-	+5	2W-OH		+12	2		1d4+2	The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +8, just as though he were wearing armor		
TH +	10 ft. +23/+18/+13	20 ft. +21/+16/-	+11	+1	30 ft. 9/+14/+9	+16	40 ft. 5/+11/	+6		50 ft. I/+9/+4	Buckler +2	Equipped	1
Dam	1d4+6	1d4+6	i		1d4+6		d4+5		10	d4+5	(Buckler +2 (Shield/Masterwork)), Masterwork, Steel		
Special	Properties					eel					Candle	Heward's Handy Haversack	1
	Dago	ger +2			HAND Carrie		SIZE		RITICAL 9-20/x2	REACH 0 ft.	Chalk (1 piece)	Heward's Handy	1
	To H	it	Dar	n	Gamo		To H		20/72	Dam	Deserer	Haversack	
1H-P	+22/+17		1d4-		2W-P-(OH)		16/+1			1d4+7	Dagger _{Steel}	Heward's Handy Haversack	1
1H-O 2H	+18/+1		1d4-		2W-P-(OL) 2W-OH	+	18/+1			1d4+7	Dagger +2	Heward's Handy	· 1
211	+22/+17 10 ft.	/+1∠ 20 ft.	1d4-	+/	30 ft.		+14 40 ft.	ł		1d4+4 50 ft.	Masterwork, Steel	Haversack	
	-25/+20/+15	+23/+18/-			1/+16/+11		8/+13/	+8		/+11/+6	Dust of Disappearance	Heward's Handy Haversack	1
Dam Special	1d4+8 Properties	1d4+8	6		1d4+8 Mastern	1 ork, Stee	d4+7		10	d4+7	A creature or object touched by it becomes invisible (as greater invisibility). Normal vision cant see dusted creatures or objects, nor	Traversack	
opeeiai											can they be detected by magical means, including see invisibility or invisibility purge		
			EC	JUI	PMENT						Flint and Steel	Heward's Handy Haversack	1
A		ITEM			l			QTY		COST	Gloves of Dexterity +6	Equipped	1
	r's Great Lo 1 Arrow +3	ngnow				Equippe	u	1	3.0	72900.0	Add to the wearers Dexterity score in the form of an enhancement	1	
Masterwor	k, Wood, Distance,		w, Shoc	k							bonus of +6 Grappling Hook	Heward's Handy	· 1
	r's Great Lo	ngbow				Equippe	ed	1	0.0	0.0	Grappling Hook	Haversack	1
	k, Wood, Distance,	Holy, Mighty Bo	w, Shoc	k							Heward's Handy Haversack	Equipped	1
	sword +2, K					ward's H Haversa		1	8.0	18350.0	329.17 lbs., 1 Acid (Flask), 1 Grappling Hook, 1 Greatsword +2, Keen, 1 Mirror (Small/Steel), 1 Necklace of Adaptation, 1 Oil Flask (1	
(Greatswo Keen	rd (Keen/+2 (Weap	on)/Masterwork)), Maste	rwork,	Steel,	naversa	CK				pt), 1 Piton, 2 Potion of Aid, 2 Potion of Barkskin +2, 2 Potion of Bull's Strength, 3 Potion of Haste, 1 Alchemist's Fire (Flask), 3		
Acid (F	Flask)					ward's H		1	1.0	10.0	Potion of Protection from Evil, 7 Trail Rations (Per Day), 2 Rod of		
Alahan	niat'a Fira (F	look)				Haversa		1	1.0	20.0	Immovable, 1 Silk Rope (50'), 1 Sack, 2 Scroll of Animate Rope, 1 Scroll of Charm Person, 1 Scroll of Endure Elements (cold), 1 Scroll of Endure Elements (fire), 1 Candle, 1 Scroll of Endure Elements		
Alchen	nist's Fire (F	iask)				ward's H Haversa		I	1.0	20.0	(electricity), 1 Scroll of Sleep, 1 Scroll of Shield, 1 Scroll of True Strike, 1 Scroll of Spider Climb, 16 Tindertwig, 1 Spade or Shovel, 2		
Arrow						Quiver		60	0.15	0.05	Torch, 1 Wand of Fireball (8th level caster), 1 Wand of Lightning Bol (8th level caster), 1 Chalk (1 piece), 1 Wand (Fireball/Wizard/8th), 1	t	
Steel, Woo						Ehlonn	а		(9.0)	(3.0)	Wand (Locate Creature/Wizard/7th), 1 Wand of Dimensional Door, 1 Hammock, 1 Refuge item, 1 Wide Leather Belt, 13007 Gold piece		
	\C 										(gp), 1 Dagger, 1 Dagger +2, 1 Flint and Steel, 1 Dust of Disappearance, 36 Water Arrow, 25 Arrow (Alchemical Silver), 25		
											Arrow (Cold Iron) It has two side pouches, each of which appears large enough to hold	ł	
	(Alchemical	,				ward's H Haversa		25	0.15 (3.75)	2.05 (51.25)	about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20		
	I Silver, Steel, Wood		on n	oor		aveisa	UN		(3.73)	(31.23)	pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the		
	(Alchemical					Quiver	of	25	0.15	2.05	backpack always weighs only 5 pounds	Fauinnad	4
	l Silver, Steel, Wood					Ehlonn	а		(3.75)	(51.25)	Ioun Stone (Dusty Rose) Crystalline stone always floats in the air, it takes up a circling orbit	Equipped	1
aaaa. Arrow		وون وريان				thur's G	reat	1	0.15	366.05	1d3 feet from the user's head ~ Prism ~ +1 insight bonus to AC	F . 1	
	+3 k, Steel, Wood				A	Longbo		1	0.10	500.05	Ioun Stone (Pale Green)	Equipped	1
						-					Crystalline stone always floats in the air, it takes up a circling orbit 133 feet from the user's head ~ Prism ~ +1 Competence bonus to attack rule. saves skill checks and ability checks		
	of Plant Sla					Quiver of		3	0.15	366.05	attack rolls, saves, skill checks and ability checks Ioun Stone (Pink)	Equipped	1
Plant Slayi	ing, Bane, Masterwo	ork, Steel, Wood	ł			Ehlonn	a		(0.45)	(1098.15)	Crystalline stone always floats in the air, it takes up a circling orbit		•
	w/ Fire Glyp	h				Quiver	of	2	0.15	0.05	1d3 feet from the user's head ~ Rhomboid ~ +2 enhancement bonus to Constitution	5	
	e damage, 5d8 fire		ood			Ehlonn		-	(0.3)	(0.1)	Mirror (Small/Steel)	Heward's Handy	1
	/ =: =					0		4	0.45	0.05	Necklace of Adaptation	Haversack Heward's Handy	1
	w/ Fire Trap damage, 1d4+11 fire		Stock	Nood		Quiver of Ehlonn		1	0.15	0.05	Necklace of Adaptation The magic of the necklace wraps the wearer in a shell of fresh air,	Haversack	I
Lao base (uamaye, 104+11 fire	e DCT7, (Arrow)	, oteel, \	, vuua							making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and		
Arrow	with Blindne	ss Glyph				Quiver		5	0.15	0.05	allowing him to breathe, even underwater or in a vacuum.		
	nage, blindness DC	17, Steel, Wood				Ehlonn	а		(0.75)	(0.25)	Oil Flask (1 pt)	Heward's Handy Haversack	1
	ם with Continu	ial Flame				Quiver	of	1	0.15	0.05	Traveler's Outfit	Equipped	1
	ge, continual flame,					Ehlonn			0.10	0.00	Pearl of Power (1st Level)	Equipped	1
											Once per day on command, a pearl of power enables the possessor		
	with Electric					Quiver of Ehlonn		1	0.15	0.05	to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell		
106+1 dan	nage, 4d8 electrical	DC17, Steel, W	ood				u				must be of 1st level Pearl of Power (2nd Level)	Equipped	1
Arrow	with Fire Gly	/ph				Quiver	of	1	0.15	0.05	Pearl of Power (2nd Level) Once per day on command, a pearl of power enables the possessor		'
	e damage, 4d8 fire	•	ood			Ehlonn	а				to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell		
	with Front C	lyph				Ouivor	of	1	0.15	0.05	must be of 2nd level		4
	with Frost G se damage, 4d8 fros		Steel \	Nood		Quiver (Ehlonn		I	0.15	0.05	Periapt of Proof against Poison The wearer is immune to poison, although poisons still active when	Equipped	1
]			, 21501, 1								the periapt is first donned still run their course		·
Bowma	aking Artisar	n's Tools				Equippe	ed	1	5.0	5.0	Piton	Heward's Handy Haversack	1
Boots	of Striding	and Sprin	nging	1		Equippe	d	1	1.0	5500.0	Potion of Aid	Heward's Handy	2
These boo	ots increase the wea					=			20 20	109654 0		Haversack	
	10	TAL WEIGH	п СА	KKI		=			28.39 lbs.	498651.24 gp	TOTAL WEIGHT CARRIED/V/	ALUE	
Jan 11. 20	09 4:12:07 PM					PCGen	Charact	er Tem			n work by ROG, Arcady, Barak, Dimrill & Dekker.		
, =0													

Jan 11, 2009 4:12:07 PM Created using PCGen 5.12.1

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

gp Page 2

0.1

300.0 (0.2) (600.0) 28.39498651.24 lbs.

QTY WT

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COST

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EQUIPME	NT				EQUIPM	ENT			
ITEM		QTY	WT	COST	ITEM	LOCATION	QTY		COST
Potion of Barkskin +2	Heward's Handy Haversack	2	0.1 (0.2)	300.0 (600.0)	Wand of Lightning Bolt (8th level caster)	Heward's Handy Haversack	1	0.1	3240.0
DD Potion of Bull's Strength	Heward's Handy	2	0.1	300.0	Spell Effect (50 Charges/Spell Trigger)				
	Haversack	0	(0.2)	(600.0)	Hammock	Heward's Handy Haversack		2.0	1.0
Potion of Haste	Heward's Handy Haversack	3	0.1 (0.3)	750.0 (2250.0)	Wide Leather Belt with 2 10' ropes setup to attach to immoble rods	Heward's Handy Haversack	1	2.0	5.0
Potion of Protection from Evil	Heward's Handy Haversack	3	0.1 (0.3)	50.0 (150.0)	Refuge item Breaking this item takes the character back to the docks in Festiva			0.01	1500.0
Quiver of Ehlonna 10.2 lbs., 60 Arrow, 3 Arrow of Plant Slaying, 1 Arrow with Dimensional Anchor, 1 Arrow with Flame Strike, 1 Arrow with Harm,	Equipped	1	2.0	1800.0	Water Arrow	Heward's Handy Haversack	36	0.15 (5.4)	0.05 (1.8)
Dimensional Anchor, 1 Arrow with Flame Strike, 1 Arrow with Harm, 1 Arrow with Heal, 1 Arrow (Cold Iron) with Banishment It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible					2222 2222 2222 2222 2222 2222 2222 2 Arrow (Cold Iron)	Heward's Handy	25	0 15	0.1 (2.5)
Quiver of Ehlonna	Equipped	1	2.0	1800.0	Cold Iron	Haversack	20	(3.75)	011 (210)
9.3 Ibs., 25 Arrow (Alchemical Silver), 25 Arrow (Cold Iron), 2 Arrow W Fire Glyph, 1 Arrow w/ Tire Trap, 5 Arrow with Bindness Glyph, 1 Arrow with Continual Flame, 1 Arrow with Electrical Glyph, 1 Arrow with Fire Glyph, 1 Arrow with Frost Glyph It has three distinct portions, each with a nondimensional space	I				Arrow (Cold Iron) Cold Iron	Quiver of Ehlonna	25	0.15 (3.75)	0.1 (2.5)
allowing it to store far more than would normally be possible Trail Rations (Per Day)	Heward's Handy	7	1.0	0.5 (3.5)	Arrow (Cold Iron) with Banishment	Quiver of Ehlonna	1	0.15	0.1
Ring of Freedom of Movement	Haversack Equipped	1	(7.0) 0.01	40000.0	Arrow (Cold Iron) 15 th level DC 22, Cold Iron				
Allows wearer to act as if continually under the effect of a Freedom of Movement spell					Arrow with Harm Harm 15th level DC 22, Steel, Wood	Quiver of Ehlonna	1	0.15	0.05
Ring of Protection +3 Grants +3 deflection bonus to AC	Equipped	1	0.01	18000.0	□ Arrow with Heal	Quiver of	1	0.15	0.05
Ring of Telekinesis Grants Telekinesis on cammand		1	0.01	75000.0	Heal 15th level DC 22, Steel, Wood	Ehlonna			
Rod of Immovable When activated, the rod will not move from the position in which it was activated, even defying gravity	Heward's Handy Haversack	2	5.0 (10.0)	5000.0 (10000.0)	Arrow with Flame Strike Flame Strike 15th level DC 21, Steel, Wood	Quiver of Ehlonna	1	0.15	0.05
Silk Rope (50')	Heward's Handy Haversack	1	5.0	10.0	Arrow with Dimensional Anchor	Quiver of Ehlonna	1	0.15	0.05
Sack ^{0 lbs.}	Heward's Handy Haversack	1	0.5	0.1	□ Cloak of Resistance +5	Equipped	1	1.0	25000.0
Scroll of Animate Rope	Heward's Handy Haversack	2	0.01 (0.02)	25.0 (50.0)	Offer magic protection in the form of a +5 resistance bonus on all saving throws	Equipped		1.0	20000.0
Scroll of Charm Person	Heward's Handy Haversack	1	0.01	25.0		/ALUE		28.39 lbs.	498651.24 gp
Scroll of Endure Elements (cold) (Scroll of Endure Elements)	Heward's Handy Haversack	1	0.01	25.0	WEIGHT ALLO	OWANCE			01
Scroll of Endure Elements (electricity) (Scroll of Endure Elements)	Heward's Handy Haversack	1	0.01	25.0	Light 133 Medium Lift over head 400 Lift off ground	1 266		leavy Drag	400 2000
Scroll of Endure Elements (fire) (Scroll of Endure Elements)	Heward's Handy Haversack	1	0.01	25.0	MONE	Y			
Scroll of Shield	Heward's Handy Haversack	1	0.01	25.0	Gold piece (gp): 13007[Heward's Handy Havers	sack]	To	al = 13	3007.0 gp
Scroll of Sleep	Heward's Handy Haversack	1	0.01	25.0	SPECIAL AE				5001.10 gp
Scroll of Spider Climb	Heward's Handy Haversack	1	0.01	150.0	+2 racial saving throw bonus against enchantm	ent spells or effects	3		
Scroll of True Strike	Heward's Handy Haversack	1	0.01	25.0	+2 bonus to Spellcraft when learning Divination An elf who merely passes within 5 feet of a sec	ret or concealed do	or is (entitled	l to a
Spade or Shovel	Heward's Handy Haversack	1	8.0	2.0	Search check to notice it as if she were actively Enhance Arrow (Su) ~ nonmagical arrows becc	U			
Spell Component Pouch	Equipped	1	3.0	5.0	Imbue Arrow (Sp) ~ enspell an arrow and fire it	, the spell goes off	where	it land	ls
Tindertwig	Heward's Handy Haversack	16	0.0 (0.0)	1.0 (16.0)	Immunity to magic sleep effects Phase Arrow (Sp) ~ arrow passes through all n	on-magical obstacl	es on	it's wa	y to its
Torch	Heward's Handy Haversack	2	1.0 (2.0)	0.01 (0.02)	target ~ 1/day Seeker Arrow (Sp) ~ arrow will seek out target	(even around corne	ers) wi	thin its	range ~
Wand (Fireball/Wizard/8th) Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.0	6120.0	1/day Summon Familiar				
Wand (Locate Creature/Wizard/7th) Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.0	6300.0					
Wand of Dimensional Door Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1	250.0					
Wand of Fireball (8th level caster)	Heward's Handy	1	0.1	4680.0					
Spell Effect (50 Charges/Spell Trigger)	Haversack		0.1						
TOTAL WEIGHT CARRIED/V/	ALUE		28.39	498651.24	1				
			lbs.	gp					

Blind-Fight		FEATS		1000					
You know how to fight in Improved Critical (Long	bow)			loes					
With your chosen weapout Improved Initiative	on you know	how to hit w	here it hurts						
You can react more quie Manyshot	ckly than norr	nal in a fight							
You can fire multiple arrows simultaneously against a nearby target									
Point Blank Shot You are skilled at making well-placed shots with ranged weapons at close range									
Precise Shot You are skilled at timing and aiming ranged attacks									
Quick Draw You can draw weapons with startling speed									
Rapid Shot You can use ranged weapons with exceptional speed									
Track					4				
You can follow the trails Weapon Focus (Longbo	w)			lost types of	terrain				
You are especialy good Weapon Specialization	-	chosen weaj	pon						
You deal extra damage Armor Proficiency (Hear		en weapon							
You are proficient with h	neavy armor								
Armor Proficiency (Ligh You are proficient with li	ght armor								
Armor Proficiency (Med You are proficient with r		r							
Martial Weapon Proficie You understand how to		en martial w	eapon in con	nbat					
Scribe Scroll You can create scrolls, spells					t the scribed				
Shield Proficiency		ll chielde, en		da					
You are proficient with b Simple Weapon Proficien You understand how to	ency		-						
Tower Shield Proficience You are proficient with the	y								
	PRO	FICIENC	IES						
Axe (Throwing), Battleaxe (Light), Dagger, Dagg Gauntlet (Spiked), Gla Hammer (Light), Hanc Longbow, Longspear, (Heavy), Pick (Light), ' Shortbow, Shortspear, (Short), Trident, Una	er (Punching) aive, Greataxe daxe, Javelin, Longsword, I Quarterstaff, I Sickle, Sling,), Dart, Falcl e, Greatclub Katana (Ma Mace (Heavy Ranseur, Ra Spear, Spik	nion, Flail, Fla , Greatsword artial), Kukri, γ), Mace (Lig pier, Rock, S ad Armor, S	ail (Heavy), l, Guisarme, Kusari-gama ht), Morning Sap, Scimita word (Basta	Gauntlet, Halberd, a, Lance, star, Pick r, Scythe, rd), Sword				
Comn	LA non, Elven, Fa	NGUAGE aerie Dragor		ylvan					
	TF	MPLATE	S						
Saddle on Mount			-						
	PR	OHIBITE	D						
	Ν	lecromancy			<u></u>				
		r: Wart			. 4				
HP: FORT:	63 +11	AC: REF:	16 +8	INIT: WILL:	+1 +8				
Special:	Amphibious								
· · ·			Evasion (Ex						

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	3+1	2+1	0	0	0	0	0	0	0	0

LEVEL 0

				LEVELU					
Name	DC	Saving Throw		ration		Comp.	Spell Resistance	School	Source
Acid Splash	12		1 standard Inst action	tantaneous	Close (25 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196.
Effect: Orb deals 1d3 acid damage.					Target: One missile	of acid		Caster Level: 1	
Arcane Mark	12	None	1 standard Per	rmanent	0 ft.	V, S	No	Universal	phb: p.201
Effect:			action		Target: One persona	I rune or m	ark, all of which must	Caster Level: 1	
Inscribes your personal rune [visibly or invisibly].	12	None	1 standard 1 m	inute	fit within 1 sq. ft. Medium (110 ft.)	V, S	No	Evocation [Light]	phb; p.216
0 0		None	action		. ,				pilo: pi210
Effect: You create up to four lights that resemble lanterns or torches or	up to fe	our glowing speheres of I	light or one fain	tly glowing humanoid shape	rarget: Up to tour lig	nts, all with	in a 10- ft. radius area	Caster Level: 1	
	12	Will negates	1 standard 1 ro action	bund	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion)	phb: p.217
Effect					Target: One humano	id croatura	of 4 HD or loss	[Mind-Affecting] Caster Level: 1	
You cloud the mind of a humanoid creature of 4 HD or less; lose									
Detect Magic	12		1 standard Cor action	ncentration, up to 1 minutes	60 ft.	V, S	No	Divination	phb: p.219
Effect: You detect magical auras.					Target: Cone-shape	d emanatio	n	Caster Level: 1	
Detect Poison	12	None	1 standard Inst	tantaneous	Close (25 ft.)	V, S	No	Divination	phb: p.219
Effect:			action		Target: One creature	, one objec	t, or a 5-ft. cube	Caster Level: 1	
You determine whether a creature, object, or area has been point	isoned o 12		1 standard Inst	tantanagua		V	Yes	Evocation [Light]	phb: p.232
Contraction Flare	12	Formude negates	action	lantaneous		v	res		prib. p.232
Effect: This cantrip creates a burst of light. If you cause the light to bur	rst direr	ctly in front of a single cr	reature, that cre	ature is dazzled for 1 minute unless i	Target: Burst of light			Caster Level: 1	
nakes a successful Fortitude save. ~ -1 on attack rolls	12	Will disbelief (if	1 standard 1 ro			V, S, M	No	Illusion (Figment)	nhh: n 235
Ghost Sound	12		action					,	prio. p.200
iffect: allows you to create a volume of sound that rises, recedes, ap			place. You chr	cose what type of sound ghost sound	Target: Illusory soun	ds		Caster Level: 1	
reates when casting it and cannot thereafter change the sounds b		haracter.	1 standard 10			V. M/DF	No	Evocation [Light]	phb: p.248
JJJL Light	12		action						P.10. P.240
Effect: This spell causes an object to glow like a torch, shedding brigh	nt light [;]	in a 20-foot-radius [and	dim light for an	additional 20 feet] from the point you	Target: Object touch	ed		Caster Level: 1	
buch. The effect is immobile, but it can be cast on a movable obje	ect. 12	None	1 standard Cor			V, S	No	Transmutation	phb: p.249
DDDDDMage Hand	12		action		. ,				p.10. p.240
iffect: You point your finger at an object and can lift it and move it at w	ill from	a distance.			up to 5 lb.	ical, unatte	nded object weighing	Caster Level: 1	
	12		1 standard Inst action	tantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
iffect:				III (Kard) and back of the West Con-	Target: One object of	f up to 1 lb.		Caster Level: 1	
Mending repairs small breaks or tears in objects [but not warps uch as a ring, a chain link, a medallion, or a slender dagger, prov		ut one break exists.							
	12	None	1 standard 10 action	minutes	Medium (110 ft.)	V, S, F	No	Transmutation [Language-Depen	phb: p.253 dentl
Effect:	little el				Target: 1 creatures			Caster Level: 1	
You can whisper messages and receive whispered replies with aceive the message. When you whisper, the whispered message	is audi	ble to all targeted creature	ires within range	a.					
Den/Close	12	Will negates (object)	1 standard Inst action	tantaneous	Close (25 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258
iffect: You can open or close [your choice] a door, chest, box, window.	hag r	ouch bottle barrel or o	ther container. (f anything resists this activity (such as			0 lb. or portal that can	Caster Level: 1	
bar on a door or a lock on a chest], the spell fails.					·				
	12	See text	1 standard 1 h action	our	10 ft.	V, S	No	Universal	phb: p.264
Effect: Prestidigitations are minor tricks that novice spellcasters use fo	or pract	ica. Once cast a prestid	ligitation spoll o	nables you to perform simple magica	Target: See text			Caster Level: 1	
ffects for 1 hour. The effects are minor and have severe limitation	ns.								
Ray of Frost	12		1 standard Inst action	tantaneous	Close (25 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269
iffect: A ray of freezing air and ice projects from your pointing finger. \	You m			th the ray to deal damage to a target	Target: Ray			Caster Level: 1	
he ray deals 1d3 points of cold damage.	i ou mu	-	IGGUN ALLAUK WI						
							No	Divination	phb: p.269
	12		1 standard 10 action	minutes	Personal	V, S, F			prio: p.200
In the second se			action		Target: You	V, S, F		Caster Level: 1	prio: p.200
ffect: By means of read magic, you can decipher magical inscrip nintelligible. This deciphering does not normally invoke the magic	ptions o	on objects-books, scroll ned in the writing, althou	action ls, weapons, ar ugh it may do so	nd the like-that would otherwise be in the case of a cursed scroll.	<i>Target:</i> You				
*Read Magic iffect: By means of read magic, you can decipher magical inscription intelligible. This deciphering does not normally invoke the magical	ptions of	on objects-books, scroll ined in the writing, althou Will negates	action Is, weapons, a	nd the like-that would otherwise be in the case of a cursed scroll.	<i>Target:</i> You		Yes (harmless)	Caster Level: 1 Abjuration	phb: p.272
*Read Magic #fect: By means of read magic, you can decipher magical inscrip initelligible. This deciphering does not normally invoke the magic Resistance #ffect:	ptions o c contai 12	on objects-books, scroll ined in the writing, althou Will negates (harmless)	action ls, weapons, au ugh it may do so 1 standard 1 m action	nd the like-that would otherwise be in the case of a cursed scroll. inute	<i>Target:</i> You	V, S, M/DF	Yes (harmless)		
*Read Magic #Read Magic # the second seco	ptions o c contai 12	on objects-books, scroll ined in the writing, althou Will negates (harmless)	action ls, weapons, au ugh it may do so 1 standard 1 m action	nd the like-that would otherwise be in the case of a cursed scroll. inute	<i>Target:</i> You Touch	V, S, M/DF	Yes (harmless)	Abjuration	
The second	ptions o c contai 12 harm, g	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance	action Is, weapons, ai gh it may do so 1 standard 1 m action e bonus on save	nd the like-that would otherwise be in the case of a cursed scroll. inute as. LEVEL 1	Target: You Touch Target: Creature tou	V, S, M/DF	、 <i>,</i>	Abjuration <i>Caster Level:</i> 1	phb: p.272
*Read Magic #ead magic, you can decipher magical inscrip initelligible. This deciphering does not normally invoke the magic Resistance #fect: You imbue the subject with magical energy that protects it from Name	ptions of c contai 12 harm, g DC	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw	action Is, weapons, au Igh it may do so 1 standard 1 m action e bonus on save Time Du	nd the like-that would otherwise be in the case of a cursed scroll. inite as. LEVEL 1 ration	Target: You Touch Target: Creature tou Range	V, S, M/DF ched Comp.	Spell Resistance	Abjuration Caster Level: 1 School	phb: p.272 Source
*Read Magic #ead magic, you can decipher magical inscrip means of read magic, you can decipher magical inscrip mintelligible. This deciphering does not normally invoke the magic Resistance #fect: You imbue the subject with magical energy that protects it from Name Animate Rope	ptions o c contai 12 harm, g	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None	action Is, weapons, ai gh it may do so 1 standard 1 m action e bonus on save	nd the like-that would otherwise be in the case of a cursed scroll. inite as. LEVEL 1 ration	Target: You Touch Target: Creature tou Range Medium (110 ft.)	V, S, M/DF ched Comp. V, S	Spell Resistance No	Abjuration Caster Level: 1 School Transmutation	phb: p.272
*Read Magic #fect: By means of read magic, you can decipher magical inscrip This deciphering does not normally invoke the magic Resistance #fect: You imbue the subject with magical energy that protects it from Name Animate Rope	ptions of c contai 12 harm, g DC	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None	action Is, weapons, au ugh it may do so 1 standard 1 m action e bonus on save Time Duu 1 standard 1 m	nd the like-that would otherwise be in the case of a cursed scroll. inite as. LEVEL 1 ration	Target: You Touch Target: Creature tou Range	V, S, M/DF ched Comp. V, S	Spell Resistance No	Abjuration Caster Level: 1 School	phb: p.272 Source
*Read Magic ffect: By means of read magic, you can decipher magical inscrip initelligible. This deciphering does not normally invoke the magical resistance ffect: You imbue the subject with magical energy that protects it from Name Animate Rope ffect: You animate a nonliving rope-like object	ptions of c contai 12 harm, g DC	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None	action Is, weapons, ar ugh it may do so 1 standard 1 m action Time Dur 1 standard 1 r action 1 n n	nd the like-that would otherwise be in the case of a cursed scroll. inite as. LEVEL 1 ration	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text	V, S, M/DF ched Comp. V, S	Spell Resistance No	Abjuration Caster Level: 1 School Transmutation	phb: p.272 Source
*Read Magic ffect: By means of read magic, you can decipher magical inscrip initelligible. This deciphering does not normally invoke the magic Resistance ffect: You imbue the subject with magical energy that protects it from Name Animate Rope ffect: You animate a nonliving rope-like object *Arrow Mind	ptions of c contai 12 harm, g DC 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None	action Is, weapons, au gh it may do so 1 standard 1 m action e bonus on save Time Duu 1 standard 1 m action	nd the like-that would otherwise be in the case of a cursed scroll. initute es. LEVEL 1 ration punds	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Personal	V, S, M/DF ched Comp. V, S object, len	Spell Resistance No	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination	phb: p.272 Source phb: p.199
	ptions o c contai 12 harm, g DC 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None	action Is, weapons, and gh it may do so 1 standard 1 m action e bonus on save Time Dun 1 standard 1 m action 1 mmediate	nd the like-that would otherwise be in the case of a cursed scroll. initute es. LEVEL 1 ration punds	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text	V, S, M/DF ched Comp. V, S object, len	Spell Resistance No	Abjuration Caster Level: 1 School Transmutation Caster Level: 1	phb: p.272 Source phb: p.199
	ptions o c contai 12 harm, g DC 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates	action Is, weapons, au gh it may do so 1 standard 1 m action e bonus on Save Time Duu 1 standard 1 m action 1 n immediate action 1 standard 1 h	nd the like-that would otherwise be in the case of a cursed scroll. sp. LEVEL 1 ration punds	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Personal Target: You	V, S, M/DF ched Comp. V, S object, len	Spell Resistance No	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination Caster Level: 1 Enchantment	phb: p.272 Source phb: p.199
	ptions of c contai 12 harm, g DC 13 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates	action Is, weapons, and gh it may do so 1 standard 1 m action e bonus on save Time Dun 1 standard 1 m action 1 m action 1 m	nd the like-that would otherwise be in the case of a cursed scroll. sp. LEVEL 1 ration punds	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Personal Target: You Close (25 ft.)	V, S, M/DF ched V, S object, len V, S, M V, S	Spell Resistance No gth up to 55 ft.; see Yes	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination Caster Level: 1 Enchantment (Charm) (Mind-Affecting)	phb: p.272 Source phb: p.199 splcmp: p.15
	harm, g DC 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates	action Is, weapons, au gh it may do so 1 standard 1 m action e bonus on Save Time Duu 1 standard 1 m action 1 n immediate action 1 standard 1 h	nd the like-that would otherwise be in the case of a cursed scroll. sp. LEVEL 1 ration punds	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Personal Target: You	V, S, M/DF ched V, S object, len V, S, M V, S	Spell Resistance No gth up to 55 ft.; see Yes	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination Caster Level: 1 Enchantment (Charm)	phb: p.272 Source phb: p.199 splcmp: p.15
	harm, g DC 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates	action Is, weapons, au gh if may do so 1 standard 1 m action e bonus on Save Time Duu 1 standard 1 m action 1 standard 1 m immediate action 1 standard 1 h action 1 standard 1 h action	nd the like-that would otherwise be in the case of a cursed scroll. sp. LEVEL 1 ration punds ninutes [D]	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Personal Target: You Close (25 ft.) Target: One humano	V, S, M/DF ched V, S object, len V, S, M V, S	Spell Resistance No gth up to 55 ft.; see Yes	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination Caster Level: 1 Enchantment (Charm) [Mind-Affecting]	phb: p.272 Source phb: p.199 splcmp: p.15
	ptions of c contai 12 harm, g 12 harm, g 13 13 13 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates None	action Is, weapons, all gh it may do so 1 standard 1 m action Time Duu 1 standard 1 m action 1 standard 1 m action 1 standard 1 h action 1 standard 1 h action	nd the like-that would otherwise be in the case of a cursed scroll. sp. LEVEL 1 ration punds ninutes [D]	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Personal Target: You Close (25 ft.) Target: One humano	V, S, M/DF ched V, S object, Ien V, S, M V, S	Spell Resistance No gth up to 55 ft.; see Yes	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination Caster Level: 1 Enchantment (Charm) [Mind-Affecting] Caster Level: 1	phb: p.272 Source phb: p.199 splcmp: p.15 phb: p.209
	ptions of c contai 12 harm, g DC 13 13 13 13 13 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates None ncomprehensible written	action Is, weapons, and gh if may do so 1 standard 1 m action Time Duu 1 standard 1 m action 1 standard 1 m action 1 standard 1 h action 1 standard 10 action	nd the like-that would otherwise be in the case of a cursed scroll. initute es. LEVEL 1 ration punds ninutes [D] ours	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Target: You Close (25 ft.) Target: One humand Personal Target: You	V, S, M/DF ched Comp. V, S object, len V, S, M V, S id creature V, S, M/DF	Spell Resistance No gth up to 55 ft.; see Yes	Abjuration Caster Level: 1 School Transmutation Caster Level: 1 Divination Caster Level: 1 Enchantment (Charm) [Mind-Affecting] Caster Level: 1 Divination Caster Level: 1	phb: p.272 Source phb: p.199 splcmp: p.15 phb: p.209 phb: p.212
	ptions of c contai 12 harm, g 12 harm, g 13 13 13 13	on objects-books, scroll ned in the writing, althou Will negates (harmless) granting it a +1 resistance Saving Throw None attacks of opportunity. Will negates None ncomprehensible written	action Is, weapons, and gh it may do so 1 standard 1 m action Time Duu 1 standard 1 m action 1 standard 1 m action 1 standard 1 h action 1 standard 10 action messages. 1 standard 24	nd the like-that would otherwise be in the case of a cursed scroll. initute es. LEVEL 1 ration punds ninutes [D] ours	Target: You Touch Target: Creature tou Range Medium (110 ft.) Target: One ropelike text Target: You Close (25 ft.) Target: One humand Personal Target: You	V, S, M/DF ched V, S object, Ien V, S, M V, S	Spell Resistance No gth up to 55 ft.; see Yes	Abjuration <i>Caster Level:</i> 1 School Transmutation <i>Caster Level:</i> 1 Divination <i>Caster Level:</i> 1 Enchantment (Charm) [Mind-Affecting] <i>Caster Level:</i> 1 Divination	phb: p.272 Source phb: p.199 splcmp: p.15 phb: p.209

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Wizard Spells

		(harmless)	action	•					
Effect:					Target: Creature tou	uched		Caster Level: 1	
Subject suffers no harm from being in a hot or cold environment									
Feather Fall	13	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 rounds	Close (25 ft.)	V	Yes (object)	Transmutation	phb: p.229
Effect: The affected creatures or objects fall slowly, though faster thar to a mere 60 feet per round, equivalent to the end of a fall from a However, when the spell duration expires, a normal rate of falling	a few fe	et, and the subjects tak						Caster Level: 1	
	13	See text	1 standard action	1 1 rounds	Close (25 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.237
Effect: A grease spell covers a solid surface with a layer of slippery gr save or fall. This save is repeated on your turn each round that the	e creat	uré remains within the ar		pell is cast must make a successful Refle				Caster Level: 1	
long *Identify	13	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	phb: p.243
Effect: The spell determines all magic properties of a single magic ite are left [if any].	m, incl	uding how to activate th	ose functior	is [if appropriate], and how many charge	<i>Target:</i> One touche s	d object		Caster Level: 1	
Mage Armor	13	Will negates (harmless)	1 standard action	1 1 hours	Touch	V, S, F	No	Conjuration (Creation) [Force]	phb: p.249
Effect: An invisible but tangible field of force surrounds the subject of a	mage	armor spell, providing a	+4 armor bo	onus to AC.	Target: Creature to	uched		Caster Level: 1	
Protection from Evil	13	Will negates (harmless)	1 standard action	1 1 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.266
Effect: This spell wards a creature from attacks by evil creatures, from the subject at a distance of 1 foot. +2 to AC and saves, counter m					<i>Target:</i> Creature too d	uched		Caster Level: 1	
Shield	13	None	1 standard action	1 minutes	Personal	V, S	No	Abjuration [Force]	phb: p.278
Effect: Shield creates an invisible, tower shield-sized mobile disk of fo disk also provides a +4 shield bonus to AC.	rce tha	t hovers in front of you.	It negates i	magic missile attacks directed at you. Th	<i>Target:</i> You e			Caster Level: 1	
	13	Will negates	1 round	1 minutes	Medium (110 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.280
Effect: A sleep spell causes a magical slumber to come upon 4 Hit Dic	e of cre	atures.			Target: One or more radius burst	e living crea	tures within a 10-ft.	Caster Level: 1	
True Strike	13	None	1 standard action	See text	Personal	V, F	No	Divination	phb: p.296
Effect:					Target: You			Caster Level: 1	

Targ You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll [if it is made before the end of the next round] gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

* =Domain/Speciality Spell

Elf
RACE
128
AGE
Male
GENDER
Low-light
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 1"
HEIGHT
117 lbs.
WEIGHT
Grren
EYE COLOUR
Tanned
SKIN COLOUR
Black, Wild
HAIR
PHOBIAS
3
PERSONALITY TRAITS
INTERESTS
2
SPOKEN STYLE
RESIDENCE
RESIDENCE
LOCATION
None
REGION
NEORON

Description: Biography:

Arthur once served as a scout for his remote elven "tribe", spending long times away from the main camp. Through his scouting activites (mostly intended to keep outsiders away) he began meeting up with more and more "civilized" folk. Seeing that they were often not outright evil and to be feared, he became more and more curious about the civilization they came from. His fellow scouts found this disturbing. Eventually, his attitudes towards outsiders made him less at home amongst his own people...