

CHARACTER NAME: GARTHANE PLAYER NAME: RJ BORTON

SPECIES: Human CLASS: Healer HEIGHT: 61 inches WEIGHT: 145 lbs GENDER: F AGE: 29



P: 9

I: 17

W: 19

D: 13

E: 17

A: 16

PAL: 28

MAL: 47

APPEARANCE

Eye Color: green

Hair Color: whiteish blond

Skin Color: fair

Features : long hair

BONUSES

I - MAL +1 (added)

W - MAL +6 (added)

E - Pal +1 (added)

A - Followers +1

Updated: 1|1|1|1|0|0

Defense Rating: 2

Damage: 1d6

Attacks: 1 / round

Range: 3 feet

EQUIPPED ITEMS

Weapon: Staff

Armor: Padded

Weight of Equipment: 24.95 lbs

Carrying Capacity: 145 lbs

TRAINED WEAPONS

Staff, 6' copper banded

Glass Knife, 3" blade, wood handle

CHARACTER ABILITIES

Normal vision range: 4 miles.

Infravision range (IR): 0 feet

Ultravision (UV) range: 0 feet.

Walking speed: 80 yards/min

Walking speed: 4 hex/round

Running speed: 250 yards/min

Running speed: 12 hex/round

Max Carrying capacity: 100% body weight.

Recognizing faint sounds: 10%

Knowing direction anywhere: 25%

Climbing any climbable surface: 20%

Skulking or moving silently: 15%

Hiding in any natural area: 15%

Recognizing and naming a plant: 800%

Using Weapon w/o training: -25% to hit.

Acquiring unusual psychic or telepathic abilities: 5% per year

Detecting traps: 10%

Possessing more than 5 lbs total of metals other than copper or iron: 25% chance of spell failure or gross side effects per extra pound (per GM)

Possessing more than 4 oz of iron or ferrous metals: 100% chance of spell failure with gross side effects.

*** Cut here and give the bottom to your GM if your character dies. The GM will then give ONLY this information to anyone finding or searching your body ***

CURRENT FUNDS: 54.29 Geld
(include Geld and Items)

EQUIPMENT: Padded Armor (1); Staff, 6' copper banded (1); Glass Knife, 3" blade, wood handle (1); Belt, leather plus hanging ties (1); Change of Clothes (1); Cloak, heavy wool with hood (1); Belt Pouch, leather (1); Scroll case, leather (1); Tinderbox, flint & steel (1); Blanket / Bed Roll, wool (1); Skin, water, quart, full (1); Field Rations, 1 day (7); Candle, beeswax (1); Flask, 8 oz, Olive oil (1); Backpack, faded leather (1); Tent, simple 1 person (1); Wound Salve (5); Salve, Burn, 1 dose not magic (5)

class spells

Self restoration

Cost: 0 MAR

Range: SELF Duration: SPECIAL
Places the healer in a self-healing, coma-like trance; recovers an additional +3 MAR and +3 PAR for each hour in that state. If awakened before full duration no bonuses gained.

Calm (Reversible: Agitate)

Cost: 1d4 MAR

Range: touch or Self Duration: 30 minutes
Healer can reduce or increase fear and worry causing more insightful thought or an unsettled feeling and restlessness. Healer may cast on themselves, PAR and MAR not affected.

Minor Heal (Reversible: Minor Wound)

Cost: 1d4 MAR

Range: touch or Self Duration: permanent
Stops bleeding and restores +2 MAR and +2 PAR. Works on all living creatures. Healer may cast on themselves. Wound will cause internal injuries of 2 MAR and 2 PAR and minor discomfort.

Aid Normal Sleep

Cost: 1d4 MAR

Range: touch Duration: 8 HOURS
Allows a deep sleep on a willing subject, which adds 1d4 per hour each to the normally recovered PAR and MAR. If awakened before the duration, no bonuses gained.

Purify Food and Drink (Reversible: Putrefy)

Cost: 1d4 MAR

Range: touch Duration: permanent
Removes all impurities and poison from up to ten pounds of food or drink. Putrefy causes up to ten pounds of food or drink to become inedible but will not poison it.

Mind Speech

Cost: 1d4 MAR

Range: touch Duration: 1 minute
Allows two-way, voluntary telepathic communication without language barriers between the healer and a willing humanoid.

Farsee

Cost: 1d4 MAR

Range: touch Duration: 1 minute
Doubles the affected character's normal vision range. Infravision and ultravision are not affected.

Speak with Animals

Cost: 1 + 1d6 MAR

Range: 10 feet Duration: 5 minutes
Healer can communicate with a mundane animal of average or better intelligence. The animal and any others of its kind will not attack while conversing. Magic creatures are not affected.

Night Vision

Cost: 1 + 1d6 MAR

Range: 25 feet Duration: 30 minutes
Allows the character to see with normal vision in complete darkness.

Self Protection

Cost: 1 + 1d6 MAR

Range: self Duration: 30 minutes
Causes the healer's skin to become as tough as hardened leather, which raises the healer's DR by two.

Remove / Resist Fear (Reversible: Terrify)

Cost: 1 + 1d6 MAR

Range: touch Duration: 30 minutes
Causes the character not to be affected by fear (normal or magical), fighting at +20 percent to hit. Terrify causes the creature to act recklessly, fighting at -20 percent to hit.

Vigor

Cost: 1 + 1d6 MAR

Range: touch Duration: 8 hours
Temporarily increases the character's endurance by two. Enables travel to occur at 150 percent of the normal rate while carrying the maximum load.

Coordination (Reversible: Fumble)

Cost: 1 + 1d6 MAR

Range: touch Duration: 30 minutes
Temporarily increases/decreases the recipient's dexterity by two. The dexterity increase affects the character's To Hit +10 percent and his ability to climb walls, detect traps, etc.

Strength (Reversible: Weakness)

Cost: 1 + 1d6 MAR

Range: touch Duration: 30 minutes
Temporarily increases/decreases the recipient's physique by two. It increases/decreases physical strength (carrying capacity, etc). Increase will gain 1d6 damage bonus.

Wisdom (Reversible: Stupidity)

Cost: 1 + 1d6 MAR

Range: touch Duration: 30 minutes
Temporarily increases/decreases the recipient's wisdom by two. This will increase/decrease recipients MAR. Does not affect his primary-attribute bonus due to wisdom.

Intellect Irreversible: Blockhead)

Cost: 1 + 1d6 MAR

Range: touch Duration: 30 minutes
Temporarily increases/decreases the recipient's intellect by two. Will increase/decrease recipients MAR and ability to learn spells. Does not affect his primary-attribute bonus due to intellect.

Heal (Reversible: Wound)

Cost: 2 + 1d8 MAR + 2 PAR

Range: touch Duration: permanent
Restores six MAR and six PAR. Heal works only on living humanoids. Wound causes internal injuries amounting to a loss of six MAR and six PAR. The healer may not cast this spell on himself.

Revoke

Cost: 1 + 1d6 MAR

Range: touch Duration: permanent
Instantly and permanently neutralizes all spells stored in an object if cast on the object by the healer who originally enchanted it. Otherwise it has no effect.

Enchant

Cost: 2 + 1d8 MAR + 2 PAR

Range: touch Duration: special
Stores and delays the start of any spell's effects indefinitely until the performance of a simple action. See rules for details.

Slow Poison

Cost: 2 + 1d8 MAR + 2 PAR

Range: touch Duration: permanent
Suspends and delays the effects of any internal poison for four hours and is effective on only humanoids.

Mind Meld

Cost: 3 + 1d10 MAR + 4 PAR

Range: touch Duration: 5 minutes
Allows the healer and a willing humanoid to merge their minds totally and without any control. Each will retain his own memories and gain the total memories of the other.

Cure Disease (Reversible: Sickness)

Cost: 4 + 1d12 MAR + 6 PAR

Range: touch Duration: permanent
Cures any disease or sickness. This spell causes a potent, debilitating stomach flu with all of the normal symptoms for forty-eight hours and causes 6 PAR damage for each eight hours.

Super Healing (Reversible: Kill)

Cost: special MAR + 8 PAR

Range: touch Duration: instant
Restores as much PAR as healer desires. MAR cost is 2 + amount of PAR to be restored with a 15 point minimum. Can be reversed.

Regenerate

Cost: 10 + 3d10 MAR + 10 PAR

Range: touch Duration: permanent
Enables the body to regenerate body parts, including sensory organs (eyes, ears, etc.), that were lost due to any type of action. See rules for details.