

CHARACTER NAME: QUERCUS PLAYER NAME: RJ BORTON

SPECIES: Elf CLASS: Fighter HEIGHT: 71 inches WEIGHT: 126 lbs GENDER: M AGE: 38



P: 17
I: 15
W: 14
D: 20
E: 18
A: 11

PAL: 47
MAL: 40

APPEARANCE

Eye Color: deep brown
Hair Color: Tawney brown
Skin Color: pine green
Features : long hair

BONUSES

P - Damage +1
D - To Hit: +26%
E - Pal +3 (added)

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

Defense Rating: 3
Damage: 1d6+1
Attacks: 2 / round
Range: 308 feet

EQUIPPED ITEMS

Weapon: Long Bow
Armor: Leather
Weight of Equipment: 45.6 lbs
Carrying Capacity: 126 lbs

TRAINED WEAPONS

Dagger 10" blade
Sword, medium, 35" blade
Bow, long, 5' recurved, ash

CHARACTER ABILITIES

Normal vision range: 4 miles.

Infravision range (IR): 30 feet.

Ultravision (UV) range: 6 feet.

Walking speed: 90 yards/min

Walking speed: 4 hex/round

Running speed: 280 yards/min

Running speed: 14 hex/round

Max Carrying capacity: 100% body weight.

Recognizing faint sounds: 35%

Knowing direction in a forest: 50%

Passing through woodlands without leaving any form of trail or marking: 75%

Climbing trees or wooden structures: 85%

Climbing non-wooden walls or steep mountains: 20%

Skulking or moving silently: 10%

Detecting flaws (while actively looking) in any wooden object: 75%

Woodland combat: +5% to hit.

Combat with hardwood staff or bow (with proper training): +10% to hit.

Possessing more than five magical items: 80% chance of insanity per day (temporary wisdom and intellect = 1)

Hand-to-hand combat: -10% to hit

Learning a new weapon - see rulebook.

Using Weapon w/o training: -20% to hit.

Detecting traps: 20%

*** 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: 155.35 Geld
(include Geld and Items)

EQUIPMENT: Leather Armor (1); Dagger 10" blade (1); Sword, medium, 35" blade (1); Bow, long, 5' recurved, ash (1); Quiver + 12 arrows, wood with steel tips (1); 12 arrows, wood with steel tips (1); Belt, leather plus hanging ties (1); Change of Clothes (1); Cloak, light linen (1); Belt Pouch, leather (1); Tinderbox, flint & steel (1); File, sharpening stone (1); Blanket / Bed Roll, wool (1); Skin, water, quart, full (1); Field Rations, 1 day (5); Cloth sack, 2 cu ft. (1); line, silk, light for fishing, 20' + hook (1); Skin of Olive oil, 32 oz, full (1); Backpack, faded leather (1); Tent, simple 1 person (1); Wound Salve (2); Salve, Burn, 1 dose not magic (2)

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class spells

Shield

Cost: 2 + 1d4 MAR

Range: self Duration: special
Forms a glowing red +2 shield vs. phys attacks, will absorb 20 PAR from magical attacks (e.g., fireball) then dispell Lasts 1 minute (ten rounds) or until dispelled.

Fire Missile

Cost: 2 + 1d4 MAR

Range: touch Duration: 1 round
Causes tips of up to four normal missiles (dart, arrow, thrown dagger, spear, etc.) flame. +1d6 fire damage on hit plus 1d6 fire damage/round till extinguished.

Enchanted Missile

Cost: 3 + 1d6 MAR + 2 PAR

Range: touch Duration: 1 round
Enchants up to four normal missiles with a +30 percent probability to hit, and each causes +1d6 points of additional damage.

Double Speed

Cost: 5 + 1d10 MAR + 6 PAR

Range: self Duration: 10 rounds
Doubles the speed of the fighter. Enables him 2x the number of physical attacks, the casting of 2 spells, and 2x the movement rate per round. It increases his DR by 2

Triple Speed

Cost: 10 + 2d10 MAR + 10 PAR

Range: self Duration: 10 rounds
Triples the speed of the fighter. This allows him triple the number of physical attacks, the casting of three spells, and triple the movement rate per round. It increases his DR by three.

species spells

Illume

Cost: 1 + 1d4 MAR

Range: touch Duration: 30 minutes
Cause a hardwood rod to glow equal to a single candle.

Forest Camouflage

Cost: 2 + 1d4 MAR

Range: touch Duration: 3 minutes
Blend into natural surroundings almost totally. Reduces all chance of being visually detected by 90 percent.

Locate Life in a Forest

Cost: 2 + 1d6 MAR

Range: 100 feet Duration: instant
Kknow the direction and distance of all living creatures in the forest within a range of one hundred feet.

Plant Growth

Cost: 3 + 1d6 MAR

Range: touch Duration: permanent
Accelerate plant or tree its growth by up to 720 times while touching it.

Forest Recall

Cost: 3 + 1d8 MAR

Range: touch Duration: 3 minutes
Receive impressions from any hardwood tree from events that occurred sometime in the past one hundred years.

Woodland Friend

Cost: 4 + 1d8 MAR

Range: special Duration: 3 minutes
Converse with all forest animals in the creatures' native languages for up to three minutes.

Wood See

Cost: 4 + 1d10 MAR

Range: 2 feet Duration: 3 minutes
See through normal wooden door or wall by placing face against it.

Woodland Summon

Cost: 5 + 1d10 MAR

Range: 0.5 mile Duration: 3 minutes
Summon all natural forest animals within a half mile.

Wood Shape

Cost: 6 + 1d12 MAR

Range: touch Duration: permanent
Mold up to ten pounds of any wood as if it were soft clay.

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