

Skye Greenbriar				Race: Bre Fathrids Profession: Ranger Level: 4 Realm: Channeling	Training Packages: Animal Friend, Groom, Herdsman	Animal Friend: 100% Groom: 100% Herdsman: 100%				
Player: Party Campaign: Buck's Middle Earth						7/29/98				
STAT	Temp	Poten	Mod	RR (Resistance Rolls)	Total	RACE/STAT FIXED INFO				
Agility	91	57	+6.8	Channeling	+23	Soul Departure: 18 sec				
Constitution	99	99	+14	Essence	+3	Recovery Multiplier: x0.5				
Memory	66	66	+3.8	Mentalism	+22	Race Type: 1				
Reasoning	89	89	+4.4	Channeling/Essence	+13	Body Development: 0-6-2-2-1				
Self Discipline	95	95	+3	Channeling/Mentalism	+23	Power Point Development: 0-6-5-4-3				
Empathy	55	57	+1	Essence/Mentalism	+12	Required Sleep: 6 hrs				
Intuition	86	86	+7.5	Arcane	+10	Days Without Sleep: 1 days				
Presence	66	76	-6	Disease	+57	Recover HP Resting: 7/hr				
Quickness	54	65	+4	Poison	+72	Recover PP Resting: 4/hr				
Strength	93	93	-2	Fear	+9	Recover ExP Resting: 8/min				
Appearance				+30 vs Heat & Fire Based Attacks						
Development Points	90			+30 vs Cold & Ice Based Attacks						
Offensive Bonus (OB)										
Unarmed Combat	Total									
Boxing	-10			All Range Modifiers Are Halved						
Wrestling	-20									
M melee Weapons	OB	No	SL	RL	Ch	Pl	DB	B#:	Str:	Fum
Dagger	+27	0	0	0	0	0	+5	1-6	74-86	01
Table: Dagger										
Missile Weapons	OB	No	SL	RL	Ch	Pl	B#	Str	Fum	
Short Bow	+45	0	0	0	0	0	Auto	64-88	01-04	
Table: Short Bow	10'-+10, 100'+0, 100'-40, 240'-70									
Dagger	+31	0	0	0	0	0	1-6	74-86	01	
Table: Dagger	10'-10, 25'-20, 50'-30									
Defensive Bonus (DB)				Armor Type						
	Stat	Skill	Spec	Armor	Shield	Total				
Melee	+12					+12	AT		1	
Missile	+12					+12	Maneuvers		0	
Blade Spells							Missile		0	
Directed Spells	+12					+12	Quickness		0	
Area Spells	+12					+12				
+30 vs Heat & Fire Based Attacks										
+30 vs Cold & Ice Based Attacks										
Initiative Mod	+4	1/2 Normal Time for Reload Melee/Draw Weapon								
+30 Observation to Reckon Distance or Range, +30 Mingling for Remaining Unnoticed										
Perceive Any Sounds w/in 100' or w/in 25' Through Barrier							+10 Awareness			
Communicate Empathically with Specific Pony at 1/Mi Range after 1 Month of Familiarity							+25 All maneuvers w/Pony - natural			
50% Chance to Heal, 25% Chance to Fall Unconscious d10 Hours When Fed Green Algae							+25 All maneuvers w/Pony - natural			
Short Bow Draw 20%, Reload 50%, Fire 30-60% Changing Weapons 50% Shifting 10%							+1 Spell/day with Bone Pendant (+1 Spell Adder)			

Skill	Specific	Ranks	Mod
1-H Edged	Dagger	3	+27
1-H Edged	Short Sword	0	+3
Alertness		11	+30
Ambush		1	+12
Animal Handling	Ferret	2	+55
Animal Handling	Pony	7	+120
Animal Handling	Raccoon	2	+55
Animal Healing	Ferret	2	+55
Animal Healing	Pony	5	+54
Animal Healing	Raccoon	2	+55
Animal Training	Ferret	2	+57
Animal Training	Pony	5	+116
Animal Training	Raccoon	2	+57
Attunement		0	-28
Body Development		5	+25
Boxing		0	-10
Climbing		6	+35
Culture Lore	Breeland Hobbits	3	+39
Fauna Lore	Eriador	5	+42
First Aid		4	+6
Fletching		6	+60
Flora Lore	Eriador	7	+48
Forging		8	+74
Herb Lore		4	+9
Hiding		11	+74
Horticulture		2	+24
Hunting		7	+71
Language	Sindarin Spoken	4	+23
Language	Sindarin Written	2	+17
Language	Westron (Hobbitish) Spoken	10	+41
Language	Westron (Hobbitish) Written	6	+29
Locate Hidden		3	+48
Misile	Short Bow	6	+45
Mounted Combat	Pony	2	+24
Observation		4	+30
Own Realm Own Base List Moving Ways		1	+24
Power Point Development		0	+18
Preparing Herbs		5	+45
Reading Tracks		6	+53
Region Lore	Bree	4	+42
Region Lore	North-Eastern Rhûn	2	+55
Riding	Pony	6	+117
Rope Mastery		6	+50
Sense Ambush		2	+24
Stalking		10	+68
Thrown	Dagger	2	+31
Tracking		7	+58
Using Prepared Herbs		4	+14
Weather Watching		8	+65
Wrestling		0	-20

Movement and Encumbrance

Movement 42

Encumbrance 0

Equipment

1 Medium Horse	Heavy Pony
7 Jojojopo	
3 Lethemian (1/2 c. Ochre, Gear, +10% / hr.)	
1 Raccoon Friend	
1 Ferret Friend	
1 Short Bow	
1 Dagger	
1 Clothes, Including Cloak & Boots	
1 Giver	
1 Jeweled Object (1 pp)	
1 Gloves	
1 Tack	
28 Arthedan Silver Piece	+10 +977
1 Water Skin (1 pint)	
1 Backpack	
5 Arfandas (bone repair, 2x normal rate)	can cause intestinal gas
6 Alabes (General purpose, restorative to consciousness)	
3 Culcas (Burn exposure relief, heals in 1hr if applied correctly)	
3 Rumaren (Circulatory relief, 2x normal minor bleeding)	
3 Sürenis (Physical Attunement, Enhancements, small scrolls)	
1 Rope (10') (Cord, twine, leather, mithril, 2x strength)	
3 Arthedan Bronze Piece	+104
9 Arthedan Copper Piece	
1 Bone Pendant (+1 Spell Adder)	
9 Arrow	
1 Saddle Bag	9 gold coins
12 Arrow	
1 copper plate (magic)	
1 silver mag (magic)	linen wrapped chainmail trout
1 special dagger (magic) for stopping bleeding	
1 healing bedroll	
16 silver-tipped arrows	
1 small horn	
3 leather pouches w/herbs from troll's lair	
60 leaves of Rosemary	
small dragon that shoots fire out of mouth (Eldest)	(24" long)
gold whistle	
1 each gold knife, fork, spoon	
100+ sp. alloy	

Arrows used → 11

Personality Traits

Compassionate
Confidant Around Animals
Easy Going
Motivations
Meet Elves
Eliminating Goblins
Alignment
Good
Demeanor
Curious

Height Weight

4'8" 75 lb

Hair Color Eye Color

Light Brown Amber

Gender Age (Months) Age (Years)

Female 479 39

Background

forgot to add the following:

fishing on way to troll's lair
military organization (helped Rianiel at guard tower watch)
weather watching (on troll lair trip, ore village trip)
acrobatics (jumping on + off tables + chairs)

attempted the following:

first aid (helped at hospital while Lauchpaur rested)
fletching (worked on arrows while at Elnoft during Lauchpaur's rest)
mounted combat (target practice w/arrows + dagger on Cory @ El Noft)
used Rumareth to fix Eleneth's leg bone
used Akbutge to heal Lauchpaur of stone damage
located hidden door 2x with natural 100's in Mae's Fao Troll Lair
healed Rianiel of -85 burn damage w/ a natural 100

General Description**Experience Points**

1 Fullerton's / Long Fall	4250
2 Ambushed at Long Fall A	2000
3 Ambushed at Long Fall B	2000
4 Ambushed at Long Fall C	2000
5 Capture Mann Barge	500
6 Descent to Long Lake	1000
7 Leaving Long Fall	500
8 Wolves, Hillmen	1000
9 Fullerton's Clan, Last Inn	1000
10 Last Inn, Turin, Troll's Lair	1100
11 Troll Lair Checked	1000
12 South Towards Eastwood	1000
13 Duddin, Duddin Hill	1000
14 Duddin Hill Treasure Vault	500
15 Duddin Hill Troll Attack #1	500
16 Duddin Hill Troll Attack #2	500
17 Duddin Hill Troll Attack #3	500
18 Duddin Hill Final Explore	500
19 Duddin Hill Divide Treasure	500
20 Orc Village	1000
21 Orc Village - Mines, Main	1200
22 Orc Village, Leader,	1200
24 Orc Village, Dark Temple	1000
25 Dark Temple Defeated	1500
26 Eye	1200
27 Mae Fao Arrival	1200
28 Mae Fao Big Battle	1500

Actual	Earned	Goal XP
M:4	M:4	40,001 xp

32,850 xp

Spell Lists

Skye Greenbriar

MOVING WAYS

Spell	Lvl	AoE	Dur	Ran	Type	own realm / own base
Rockrunning	1	caster	1 min/Ml	self	U	Caster can run on any nearly horizontal rocky and earthen surfaces as if he was on level ground. He will expend exhaustion points as if he were walking.

Name	Type	Lvl	Mv	Max Mod	MS	AQ	Carry	Ride	Hits
	Pony	2	75	Cast	100	+30	100%	+5	72
	Sz Crit AT DB	Attacks							
Copy	M 3 40	40SBi50 / 30SCi30 or 104ESi100 / 100SCi100							

Exhaust Pts
31

Name	Type	Lvl	Mv	Max Mod	MS	AQ	Carry	Ride	Hits
	Raccoon	1	60	Spt	+30	+30			34
	Sz Crit AT DB	Attacks							
Fana (Well)	S 3 40	40SBi50 / 30SCi30 / Both20							

Exhaust Pts
31

Name	Type	Lvl	Mv	Max Mod	MS	AQ	Carry	Ride	Hits
	Puppet	2	60	Cast	100	+30			72
	Sz Crit AT DB	Attacks							
Vane (Giant)	S 3 50	40SBi100 / 40TCi50							

Exhaust Pts
31

Name	Type	Lvl	Mv	Max Mod	MS	AQ	Carry	Ride	Hits
	Sz Crit AT DB	Attacks							

Exhaust Pts