

Skill	Specific	Ranks	Mod	Movement and Encumbrance	
1-Handed	Dagger	2	+16	Movement	44
2-Handed	Quarterstaff	2	+14	Encumbrance	0
Alertness		4	+25		
Artifact Lore		1	+38		
Attunement		2	+45		
Body Development		4	+43		
Chain		2	+16		
Cooking		0	+13		
Culture Lore	Cardolan	3	+38		
Directed Spells	Fire Bolts	2	+23		
Directed Spells	Shock Bolts	2	+23		
Duping		1	+30		
First Aid		2	+34		
Flora Lore	General	5	+45		
Foraging		1	+57		
Herb Lore		3	+62		
Horticulture		2	+24		
Language	Adunaic Spoken	2	+34		
Language	Adunaic Written	4	+40		
Language	Dunaic Spoken	2	+34		
Language	Dunaic Written	4	+40		
Language	Kuduk Spoken	1	+31		
Language	Kuduk Written	3	+37		
Language	Northman Spoken	1	+31		
Language	Northman Written	3	+37		
Language	Sindarin Spoken	8	+52		
Language	Sindarin Written	6	+48		
Language	Westron Spoken	8	+52		
Language	Westron Written	6	+48		
Magic Ritual		0	+2		
Meditation		0	-8		
Missile	Long Bow	3	+13		
Observation		1	+25		
Own Realm Own Base List	Fire Law	3	+32		
Own Realm Own Base List	Light Law	4	+33		
Own Realm Own Base List	Magic Staff	4	+33		
Own Realm TP List	Guilcraft Mastery	3	+32		
Own Realm TP List	Herbalist Casting	3	+32		
Poison Lore		0	+38		
Pole Arm	Boar Spear	1	+11		
Power Point Development		2	+25		
Preparing Herbs		1	+48		
Public Speaking		1	+30		
Read Runes		1	+40		
Region Lore	Cardolan	3	+38		
Research		1	+27		
Riding	Horse	1	+19		
Rigid Leather		1	+5		
Scrounging		2	+31		
Singing		4	+39		
Spell Lore		2	+41		
Spell Mastery	Light Law	2	+45		
Swimming		1	+14		
Targeting		2	+45		
Thrown	Dagger	0	-30		
Time Sense		0	-9		
Using Prepared Herbs		3	+57		
				Equipment	
				1 Favor from a guildmaster	
				1 +1 Spell Adder Ring of Fire Bolt I	
				1 Large Catalyst Case	
				1 Medium Catalyst Case	
				1 Dagger	
				1 Quarterstaff	
				1 Clothes, including Cloak & Boots	
				1 Scabbard (Belt)	
				60 Herbal Catalyst	
				1 Backpack	
				4 Quill-pen	
				5 Parchment	
				1 Ink (Black)	
				24 Herbal Catalyst	
				8 Arthadan Silver Piece	
				6 Arthadan Bronze Piece	
				4 Arthadan Copper Piece	
				4 Arthadan Tin Piece	

Personality Traits

Motivations

Alignment

Demeanor

Height

72"

Weight

160 lb

Hair Color

White

Eye Color

Pink

Gender

Eunuch

Age (Months) Age (Years)

334

27

Background

Second born albino son of the magistrate of Dinach who is the nephew of Emil Hallas of Dol Tinereb. Real name is Lintin Tinereb. Currently training as a magician at a secret guild in Tharbad that is funded by Curunír. Entry into the guild requires castration.

General Description

Experience Points

7 Character Tree from 6650

8 Character Tree from 500

9 Character Tree from 500

10 Character Tree from 550

11 Character Tree from 500

12 Character Tree from 500

13 Character Tree from 500

14 Character Tree from 450

10,150 xp

Actual Earned Goal XP

M2 M2 20,001 xp

Tim

<i>Spell</i>	<i>Lvl</i>	<i>AoE</i>	<i>Dur</i>	<i>Ran</i>	<i>Type</i>	
Book Analysis	1	1 text		touch	I	<i>TP Essence</i>
Caster learns significant details of a book's past including the original author, the approximate age of the book, whether or not the book is keyed to a specific individual (but not who), and whether or not the book is sealed or warded.						
Detect Copy	2	1 text		touch	I	<i>TP Essence</i>
Caster can detect whether or not a book has been copied. The caster detects the existence (but not the location) of all copies made within 1 year per level of the caster. For the purposes of the this spell, the caster would be aware if the target book itself was a copy if made within the same time frame.						
Dictate	3	1 page	C	10'	U	<i>TP Essence</i>
Caster may dictate to a blank page or book and his words will appear on the page in his own handwriting (must have appropriate writing knowledge for the language). The caster's words can be in any color and the caster can vary the appearance (font, size, underline, etc.) at will.						

<i>Spell</i>	<i>Lvl</i>	<i>AoE</i>	<i>Dur</i>	<i>Ran</i>	<i>Type</i>	
Flora Lore	1	caster	1 hour	self	I	<i>TP Essence</i>
Caster receives a special +25 to all Flora Lore rolls and +10 to all Herb Lore rolls.						
Call Catalyst	2	Inst	1 herb	self	U	<i>TP Essence</i>
Caster instantly summons any one catalyst in his possession to his hand for immediate use.						
Enchant Herb I	3	1 herb	P	touch	U	<i>TP Essence</i>
Caster permanently enchants one herbal catalyst. The enchanted catalyst gains +1 to its level for casting purposes. This spell has no effect on healing herbs. Any subsequent casting of an Enchant spell on the catalyst destroys the catalyst.						

Spell	Lvl	AoE	Dur	Ran	Type	
Projected Light	1	50'	10 min/1	self	E	Magician Base
Beam of light (like a flashlight) springs from the caster's palm. This light has a 50' effective range. If the caster closes his fist, the light will "turn off", when the fist is opened, the light will come back on (so long as the duration of the spell has not expired).						
Shock Bolt I	2	1 target		100'	DE	Magician Base
A bolt of intense, charged light is shot from the palm of the caster. Attack is resolved on the Shock Bolt Attack Table.						

<i>Spell</i>	<i>Lvl</i>	<i>AoE</i>	<i>Dur</i>	<i>Ran</i>	<i>Type</i>	
Minor Staff	1	1 staff	P	touch	U	<i>Closed Essence</i>
<p>Allows the caster to take an appropriate material (e.g., wood, bone, metal, etc.) and form a staff. The caster must cast this spell once a day for 1 week on the staff, concentrating for 1 hour each day. At the end of this week, the caster has a minor staff. A minor staff is a +1 spell adder. If the staff is destroyed, then the caster immediately takes 50% of his hits and functions at -30 for 2 weeks.</p>						
Wyrdlight	2	Excl	1 staff	10 min/M (C)	touch	U <i>Closed Essence</i>
<p>The tip of the staff glows at whatever intensity the caster desires, from barest glimmer to a bright light (20' R). When the caster is not concentrating, the tip will barely glow.</p>						