

SLEF TERAHN

AGE: 19 EYES: Green HAIR: Brown HEIGHT: 5'0" WEIGHT: 115 lbs KIN: D'Anui/(Verdyri/Ethori) SEX: _____ SKIN: Ruddy DRESS: sturdy, forest colors DEMEANOR: Friendly TRUE ATTITUDE: Friendly
LVL: 2 VOCATION: Ranger/Ranger CULTURE: Nomad XP: 22
STATS: Br: 3 Dx: 3 St: 3 Ws: 2 In: 4 Ch: 1 Re: 2 TSR: 13 RSR: 13 WSR: 11 Mana: 25 Drive: 2 Heroic Path: 0 Mv: 23
HITS: 34 DM: 4 (3 + 1 sh) AR: B5/S8/P6/E7/SL0 Sh: Buckler
ATTACKS: 10 Handaxe (9s/9b/8p); 7 Short Bow (10p, Rng: 65)
COMBAT SKILLS (2 DP): Blades [1] 4; Blunt [4] 9; Brawl [3] 6; Ranged [4] 7;
ADVENTURING SKILLS (6 DP): Athletics [4] 7; Hunting [7] 11; Nature [7] 11; Ride [4] 7; Wandering [7] 11;
ROGUERY SKILLS (2 DP): Perception [5] 9; Stealth [5] 8;
KNOWLEDGE SKILLS (4 DP): Appraisal [2] 4; Crafts (Scrimshaw) [1] 5; Cultures [5] 7; Healing [4] 8; Influence [2] 3; Lore [5] 7;
SPELL LORES (4 DP - Druidism): Animal Speech [3] 8; Influence Animals [4] 9; Nature's Bounty [4] 9; Traceless Passing [3] 8;
MISC. SKILLS: Armor (2 DP) [7] 10; Body (2 DP) [5] 8; Mana (2 DP) [4] 8;
LANGUAGES (2 DP): Gaelsh S3/W3; Æglits S3/W2; Tauro S2/W2; Teangi S2/W2;
SPECIAL SKILLS: <ul style="list-style-type: none"> Arcane Scholar (Gain +1 to all known Spells, gain +1 Mana/lvl) Awareness (Nature rolls are 1 Difficulty rating less than what it is for everybody else) Reconnoiter (Perception roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors) Tracker (Gains +2 (adjusted scores listed in parenthesis) to <i>Hunting</i> and <i>Nature</i> rolls involving reading and following tracks) Weapon Focus (Handaxe, +1 to all uses, multiple attacks if over 10 ranks)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Ancestry (1 BP — <i>Gnome</i>: Gain +1 Mana Point) Ancestry (1 BP — <i>Wood Elf</i>: Gain +1 Dexterity) Chivalrous (-1 BP — always gives sentient foes the init on first round (often using a <i>Full Parry</i> as well), will never fight from horseback if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably) Enhanced Sight (1 BP — <i>Night Sight</i>: See up to 100' in Dim Light, the first 50' as if Well Lit) Unusual Training (1 BP — Gained the Special Skill <i>Arcane Scholar</i>) Unusual Training (3 BP — Gained the Special Skills <i>Tracker</i> and <i>Weapon Focus</i>) Specialization (<i>Kin</i>: Gains a +2 bonus to 2 skills, <i>Blunt</i> and <i>Hunting</i>)
PASSIONS: <ul style="list-style-type: none"> Motivation: I never like staying in one place for long. I must always keep moving. Nature: I hate being around too many others. I like being around only my close friends and hate having to go into cities where I cannot watch my back adequately. Allegiances: Absolutely loyal to my friends and family.

Slef grew up among an extended family of traders who went by the name of Terahn. The Terahni were constantly on the move, travelling between Hyb Rasil on the western coast of Tir Tuath and Mirrhyc, up in the Mirr Valley in Tir Caledi. They never stayed in one place for more than a few days.

While Slef's mother was D'Anui, their father was part Wood Elf and part Gnome, and he had joined the traders after falling in love with Slef's mother. Unfortunately, he died protecting the caravan from bandits when Slef was small. Their mother died from a fever about 5 years later. Slef was then taken in by an elderly uncle, who was a Ranger and served as a guide for the group. It during this time that Slef grew close to their cousin, Myddan. This lasted for a few years, until Myddan went to study with an old hermit.

Recently, Slef's uncle died and having nobody else to tie them to the group of traders, Slef struck out on their own. They recently joined a band of adventurers and are liking the sense of belonging that they feels with these adventurers, as well as the constant travelling that the group does.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Byrnie (B2/S4/P3/E4; -2MvP)
- Leather Skullcap (B1/S1/P1/E1)
- Reinforced Leather Bracers (B1/S1/P1/E1)
- Soft Leather Pants (B1/S2/P1/E1; -1 MvP)
- Handaxe (8s/8B/7p; *Agile, Martial, Swift*)
- Short Bow (10p; Rng: 65; *Load(1), Quick Load*)
- Quiver (12 arrows)
- Dagger (x2; 6s/7p; *Agile, Backstab, Swift*; Rng: 10; *one in boot sheath*)
- Buckler (+1 DM)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 9 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

SLEF'S CANTRIPS

Cool — This allows the caster to reduce the temperature of any one object, such as a bowl or a small cask of liquid, over the course of one minute. The caster may reduce the object's temperature by up to 50 degrees, compared to the ambient temperature. However, this cannot cause the object to freeze or reduce the temperature below the freezing point of water. Once cooled, the object will warm up as any other object normally would.

Clean — Caster is able to remove all dirt and grime from a single object, such as a cloak, robe, or even a pair of boots. It takes a full minute for this to be accomplished.

Dry — This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object, such as a cloak or other item of clothing. It takes a full minute for the effect of this cantrip to be accomplished.

Heat — This allows the caster to increase the heat of an object by up to 50 degrees, from its starting temperature, over the course of one minute. This increase in temperature cannot raise the temperature above the boiling point of water. Nor can it affect more than the contents of a large cooking pot.

Once the object has reached its desired temperature, it will then begin to cool naturally if continuous heat is not applied. Multiple uses will not raise the object's temperature more than 50 degrees over its natural temperature.

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

SLEF'S KNOWN SPELLS

ANIMAL SPEECH †

Tier: 2 **CM:** —

Range: Self **Vs:** —

Duration: 1 minute/rank

Caster gains the ability to speak one *Animal Tongue* (*Fantasy Express*; p. 62) to Rank 3. This does not include the Animal Tongue called *Ancient*.

Scaling Options

+1 Tier for +1 spoken Rank

+5 Tiers to speak the Ancient Animal Tongue to Rank 3

-4 CM for 10 minutes/rank duration

TRACELESS PASSING †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 minute/rank

Caster is able to move through a natural setting without leaving any physical traces of his passing.

Trail Erasure: Allows the caster to remove all traces of tracks or prints in a 10' wide path that is 10' long per rank that the caster has in this spell.

No Scent: This allows the caster to move without leaving traces or scent in a natural setting.

Scaling Options

+1 Tier for *Trail Erasure*

+2 Tiers for *No Scent*

-4 CM for 10 minutes/rank

NATURE'S BOUNTY †

Tier: 1 **CM:** —

Range: 10' **Vs:** —

Duration: —

Caster is able to conjure enough water for 1 person for 1 day. It will fill any available receptacles within range.

Berry Bounty: Caster conjures enough berries and nuts for one person for one day.

Nature's Feast: Caster conjures enough food and water for 1 person for 1 day. The food conjured can include meat, while the drink can include fruit juices.

Scaling Options

+1 Tier for *Berry Bounty*

+2 Tier for *Nature's Feast*

+1 Tier for +1 person's needs

INFLUENCE ANIMALS †

Tier: 1 **CM:** —

Range: 50' **Vs:** —/WSR

Duration: 1 minute/rank

Caster is able to soothe and calm one animal chosen at the time of casting. Calmed animals will not attack or run from the caster unless they are threatened or attacked.

Animals that have any training will receive a WSR against any version of this spell, untrained animals do not receive a Save.

This spell will not affect any creature that is not listed in the Animal section of the Bestiary.

Animal Sleep: The animal falls into a deep slumber for the duration of the spell. Untrained animals do not receive a Save.

Charm Animal: The animal will believe that the caster is a good friend and will protect the caster from other threats. The animal is willing to take damage, but not die for the caster.

Control Animal: All animals receive a Save against this. The animal must follow all commands given by the caster, even if those commands will result in its death.

Scaling Options

+1 Tier to use *Animal Sleep*

+1 Tier for each additional target

+2 Tiers to *Charm Animal*

+3 Tiers to *Control Animal*

-4 CM for 10 minutes/rank duration