NAME: Felgrim Oakguard

Clear Form

Novus

STATS

	Raw	+ Race	+ Misc	= Value	Bonus	Save Modifier
Charisma (Chr)	10			10	0	+5 + ___ = 5
Constitution (Con)	15	2		17	2	+5 + ___ = 7
Dexterity (Dex)	16			16	2	+5 + ___ = 7
Intelligence (Int)	11			11	0	+5 + ___ = 5
Speed (Spd)	14	2		16	2	+5 + ___ = 7
Strength (Str)	14			14	1	+5 + ___ = 6
Willpower (Will)	12			12	0	+5 + ___ = 5
Wisdom (Wis)	17			17	2	+5 + ___ = 7

LEVEL: 1

EXPERIENCE POINTS: 100

CHARACTER CLASS: Ranger

RACE: Human

BACKGROUND: Sylvan

ARMOR & SHIELD

DEF: 21

AR: 5

INIT (SPD BNS + WIS BNS + ____) 4

Type of Armor		DEF	AR	Pen.	Imp
Base	(15 + Speed Bonus)	17			
Armor	Soft Leather		4		1
Helm			/		
Bracers	Soft Leather		1 / 4		1
Greaves			/		
Shield	Small	2			
Special	Combat Training I	1			
Misc.	+1 DEF/5 ranks melee	1			
Misc					
Total		21	5	0	2

Height: 5'11"

Weight: 175 lbs

Eye Color: Green

Hair Color: Black

Age: 22

Sex: Male

Distinguishing Marks: wears beard and mustache

Personality Traits:

SECONDARY STATS

56 HIT POINTS — CURRENT

10 SPELL POINTS — CURRENT

Base Racial Max. Hit Points	80
Max. Hit Points (Racial Max. + Str + Con)	111
Starting Hit Points (20 + Str + Con + 5)	56
Spell Points (Base 5 + Spellcasting Ranks)	10
Fate Points	3
Movement Rate	10

WEAPONS

Weapon Name: Quarterstaff
9 Attack Bonus -- Range Increment
8 + 2 = 10 Base Damage Notes:

Weapon Name: Short Bow
7 Attack Bonus 50' Range Increment
6 + 2 = 8 Base Damage Notes:

Weapon Name: Dagger
3 Attack Bonus -- Range Increment
4 + 2 = 6 Base Damage Notes:

Weapon Name:
Attack Bonus Range Increment
Base Damage Notes:

Weapon Name:
Attack Bonus Range Increment
Base Damage Notes:

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SPELLS

	CTN	SP	Vs.	Range	Duration
Berry Bounty (2)	18	1 (3*)	--	touch	5 minutes
Inner Compass (2)	18	1 (3*)	--	self	1 minute
Nature's Fang (2)	18	1 (3*)	--	touch	2 minutes
Path Lore (3)	19	2 (4*)	--	self	varies
Shelter (3)	20	2 (4*)	--	10'	1 day

* == SP when wearing armor/bracers

Note: all the spells listed above can be found in Libram Novus #4

LANGUAGES

	S	W
Common	✔	✔
Elven	✔	

TREASURE

Platinum Pieces:

Gold Pieces:

Silver Pieces: 11

Bronze Pieces:

Copper Pieces:

Gems/Jewelry:

Other Treasure:

Name: Felgrim Oakguard

Favored	Skills		(Stat)	BG	+ Ranks	+ Stat	+ Spec.	+ Spec.	= Total
☐	Acrobatics		(Spd)			2			2
☑	Athletics		(Con)	1	1	2			4
☑	Combat	(Staves)	(Spd)	2	3	2	2		9
☑		(Bows)	(Wis)	2	2	2	1		7
☑		(Short Blades)	(Dex)		1	2			3
☐		( )	( )						0
☐		( )	( )						0
☑	Crafting	(Fletching)	(Dex)	2		2			4
☐		( )	( )						0
☐		( )	( )						0
☐	First Aid		(Wis)			2			2
☐	Gimmickry		(Dex)			2			2
☐	Influence		(Chr)			0			0
☐	Lore	(Local Region)	(Int)	2		0			2
☐		( )	(Int)			0			0
☐		( )	(Int)			0			0
☑	Magecraft (Base)		(Wis)	2	1	2			5
☐		( )	( )						0
☐		( )	( )						0
☑	Navigation		(Int)		1	0			1
☑	Perception		(Wis)	2	1	2			5
☐	Perf. Arts	( )	(Chr)			0			0
☐		( )	(Chr)			0			0
☑	Riding		(Dex)			2			2
☑	Spellcast.	(Ranger Spells)	(Wis)		5	2			7
☐		( )	( )						0
☑	Stealth		(Spd)	3	1	2			6
☐	Streetwise		(Wis)			2			2
☑	Survival		(Wis)	2	1	2			5
☑	Tracking		(Wis)	2	1	2			5
☐	Trickery		( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0
☐			( )						0

Equipment	Location	Weight
Backpack (holds 2 cu. ft; 40 lbs;)	carried	21.5
50' Superior Rope	Backpack	(3)
1 canvas sack	Backpack	(2)
2 weeks of iron rations	Backpack	(4)
1 small steel mirror	Backpack	(0.5)
1 waterskin full of water	Backpack	(0.5)
1 flask of oil	Backpack	(1)
1 small lantern	Backpack	(1)
1 set of Flint & Steel	Backpack	(0.5)
1 Bedroll	Backpack	(5)
1 extra set of clothing	Backpack	(2)
1 swt of clothing	worn	
1 pair of soft leather boots	worn	
1 cloak	worn	
1 Equipment Belt	worn	
2 belt pouches	Equipment Belt	
1 Dagger (in sheath)	Equipment Belt	0.75
Quarterstaff	carried	4
Short Bow	slung over shoulder	2
Quiver/20 Arrows	strapped to back	3
1 Dagger (in sheath)	tucked into boot	0.75
Soft Leather Armor	worn	
Soft Leather Bracers	worn	
Camp Cookware	Backpack	(2)
Total Weight		10.35

Notes (racial abilities, combat moves, talents, etc.)

Adaptability (racial) - add 4 pts to stats, no more than 2 per stat

Skill Flexibility (racial) - 3 skills as Favored

Combat Training I (class) -- +2 to one Favored Combat Skill, +1 to all other Favored Combat Skills, +1 to DEF, +5 Hit Points, May learn 1 Combat Move for every 3 ranks in a Combat Skill

Armor, Light (class)

Semi Adept (class) -- gain +5 spell points, may buy Ranger Spells using "Mj" cost, may buy Natural Magic spells using "N" costs, Spellcasting (Ranger spells) is a Favored skill

Encumbrance Unit == 28 lbs, currently 0 enc. penalty.

Backpack Penalty = -1, adjusted by +1 Str Bonus, total mod = 0