Name: **The Village Elder**

Player: | Campaign: White Star Campaign

Character Level:	1		Chinese	NG	China	Buddhism

Class	WIZARD	Level	1	Race	Align.	Nationality	Faith
Class		Level		f	5' 3"	110 lbs	Hazel	Gray/white	Age: 65	60

Gender | Height | Weight | Eyes | Hair | apparent | actual

Class | Level
Class | Level
Class | Level
Class | Level
Class | Level
Class | Level
Class | Level

Armor Worn:

AC	9	=	10	+	0	+		+	-1	+	0	+		+		+		+	
	28		base		armor bonus		shield bonus		DEX mod		size mod		class mod		other magic		misc mod		nat. armor

		items & temp mods		spent	bonus			total	special			

current | score | modifier

attribute | score | modifier | score | modifier | spent | bonus | r | armor total | shield special | wounds / current hp | subdual damage

STR	8	-1			0		HP	5	<		
DEX	8	-1			0		SPEED	30		30	+		+	
CON	12	1			4			Total	Base w/ armor/load	Class	spec.
INT	18	4			16				total	dex mod	special mod	misc mod
WIS	12	1			4		INITIATIVE	-1	-1	+		+	
CHA	12	1			4		LOAD	Light	BASE ATTACK	0

saving throws	total	base save	ability mod	magic mod	feat mod	other mod
Fortitude (CON)	1	= 0	+ 1	+	+	+
Reflex (DEX)	1	= 0	+ -1	+	+	+ 2
Will (WIS)	3	= 2	+ 1	+	+	+

conditional modifiers

attack bonuses	total	base bonus	str mod	size mod	misc mod
Melee	-1	= +0	+ -1	+ 0	+
Ranged	-1	= +0	+ -1	+ 0	+
	total	base bonus	dex mod	size mod	misc mod

combat mods

Weapon

Weapon	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC
Iver Johnson Safety Automatic		-1	1d6+3	0	x2	10	1	P	L	S	6	+12
AAC Wheeler Double Barrel Derringer		-1	1d6	0	x2	10	1	P	L	S	2	+20
Dagger		-1	1d4	-1	19–20/x2	10 ft.	1	P or S	L	S	0	0
Quarterstaff		-1	1d6/1d6	-1	x2	—	4	B	2	S	0	0

Armor / Shield / protective items	type	AC bonus	check penalty	max dex	spell failure	weight

Spells: (3) 0st, 1+1 (1st)
0 - Acid Splash, Ray Frost, Disrupt Undead
1 - Mage Armor
   Sleep
Spellbook: all other 0 level & Det undead

Languages

Chinese
Altaic Sinitic Group
Japanese
English
Filipino
Indonesian

Feats

, Skill Symbosis*(Notice and Search), Scribe Scroll, Sixth Sense, Prognostication

25 derringer & 25 light auto bullets
Weasel Familiar: Wizard gets Skill
Symbiosis Feat- Notice & Search, for
Alertness feat when within 1 mile of familiar
Can share spells & empathic link
+2 Reflex Saves

The Village Elder lvl: **1**

skill mod	Skill Name	key ability	skill mod	=	ability mod	+	ranks	+	misc mod	+	load penalty	+	racial mod	synergy/untrained	over/spent	Wiz 0
4	Appraise	Int	**4**	=	4	+		+				+	+	y	\	
-1	Balance	Dex~	**-1**	=	-1	+		+		-		+	+	y	\	
1	Bluff	Cha	**1**	=	1	+		+				+	+	y	\	
-1	Climb	Str~	**-1**	=	-1	+		+		-		+	+	y	\	
4	Concentration	Con	**4**	=	1	+	3	+				+	+	y	c	3
4	Craft	Int	**4**	=	4	+		+				+	+	y	c	
7	Decipher Script	Int	**7**	=	4	+	3	+				+	+	n	c	3
1	Diplomacy	Cha	**1**	=	1	+		+				+	+	y	\	
	Disable Device	Int		=	4	+		+				+	+	n	\	
1	Disguise	Cha	**1**	=	1	+		+				+	+	y	\	
	Drive	Dex		=	-1	+		+				+	+	n	\	
-1	Escape Artist	Dex~	**-1**	=	-1	+		+		-		+	+	y	\	
7	Forbidden Lore: Arcana	Int	**7**	=	4	+	3	+				+	+	n	c	3
5	Forbidden Lore: Arch. & Eng.	Int	**5**	=	4	+	1	+				+	+	n	c	1
	Forbidden Lore: Dungeoneering	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: Geography	Int		=	4	+		+				+	+	n	c	
5	Forbidden Lore: History	Int	**5**	=	4	+	1	+				+	+	n	c	1
	Forbidden Lore: Local	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: Mathematics	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: Nature	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: Politics & Law	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: Religion	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: Special Interest	Int		=	4	+		+				+	+	n	c	
	Forbidden Lore: The Planes	Int		=	4	+		+				+	+	n	c	
4	Forgery	Int	**4**	=	4	+		+				+	+	y	\	
1	Gather Information	Cha	**1**	=	1	+		+				+	+	y	\	
	Handle Animal	Cha		=	1	+		+				+	+	n	\	
1	Heal	Wis	**1**	=	1	+		+				+	+	y	\	
1	Intimidate	Cha	**1**	=	1	+		+				+	+	y	\	
-1	Jump	Str~	**-1**	=	-1	+		+		-		+	+	y	\	
6	Knowledge: Arcana	Int	**6**	=	4	+	2	+				+	+	n	c	2
5	Knowledge: Arch. & Eng.	Int	**5**	=	4	+	1	+				+	+	n	c	1
	Knowledge: Dungeoneering	Int		=	4	+		+				+	+	n	c	
	Knowledge: Geography	Int		=	4	+		+				+	+	n	c	
5	Knowledge: History	Int	**5**	=	4	+	1	+				+	+	n	c	1
	Knowledge: Local	Int		=	4	+		+				+	+	n	c	
	Knowledge: Mathematics	Int		=	4	+		+				+	+	n	c	
	Knowledge: Nature	Int		=	4	+		+				+	+	n	c	
	Knowledge: Politics & Law	Int		=	4	+		+				+	+	n	c	
	Knowledge: Religion	Int		=	4	+		+				+	+	n	c	
	Knowledge: Special Interest	Int		=	4	+		+				+	+	n	c	
	Knowledge: The Planes	Int		=	4	+		+				+	+	n	c	
	Language	Int		=	4	+		+				+	+	n	\	
3	Notice	Wis	**3**	=	1	+	0.5	+	2			+	+	y	\	1
	Open Lock	Dex		=	-1	+		+				+	+	n	\	
1	Perform	Cha	**1**	=	1	+		+				+	+	y	\	
8	Physics	Int	**8**	=	4	+	4	+				+	+	y	c	4
	Profession	Wis		=	1	+		+				+	+	n	c	
-1	Ride	Dex	**-1**	=	-1	+		+				+	+	y	\	
6	Search	Int	**6**	=	4	+		+	2			+	+	y	\	
1	Sense Motive	Wis	**1**	=	1	+		+				+	+	y	\	
	Sleight of Hand	Dex		=	-1	+		+				+	+	n	\	
-1	Sneak	Dex~	**-1**	=	-1	+		+		-		+	+	y	\	
	Spellcasting			=		+	4	+				+	+	n	c	4
8	Spellcraft	Int	**8**	=	4	+	4	+				+	+	n	c	4
1	Survival	Wis	**1**	=	1	+		+				+	+	y	\	
-1	Swim	Str	**-1**	=	-1	+		+		-		+	+	y	\	
	Tumble	Dex~		=	-1	+		+		-		+	+	n	\	
	Use Magic Device	Cha		=	1	+		+				+	+	n	\	
-1	Use Rope	Dex	**-1**	=	-1	+		+				+	+	y	\	
				=		+		+									
				=		+		+									
				=		+		+									
				=		+		+									

c - class skill; **** - cross-class skill; **x** - exclusive to another class; **~** - armor check; ***** - see text; **%** - see feat ino

* - may be taken multiple times, for different targets, does not stack; ** - may be taken multiple times, effects stack; (f) - Fighter feat

Chosen	**General** Feats	Prereq met?	other	ref
	Augment Summoning	Spellcaster 2nd+		srd
	Blind-Fight	no prereq		srd
	Combat Casting	no prereq		srd
	Combat Expertise	TRUE		srd
	Immovable Force (f)	FALSE		wsc
	Improved Disarm	FALSE		srd
	Improved Feint	FALSE	MV action feint (Bluff)	srd
	Flourish (f)	FALSE		wsc
	Improved Trip	FALSE		srd
	Combat Reflexes	no prereq		srd
	Take the Hit (f)	FALSE		wsc
	Dirty Fighting	Sneak Attack		wsc
	Doctor	FALSE		wsc
	Dodge	FALSE		srd
	Mobility	FALSE		srd
	Spring Attack	FALSE		srd
	Whirlwind Attack	FALSE		srd
	Endurance	no prereq		srd
	Die Hard	FALSE		srd
	Eschew Materials	any metamagic feat		srd
	Exotic Weapon Proficiency*	FALSE		srd
	Extra Turning**	FALSE		srd
	Great Fortitude	no prereq	+2 Fort	srd
	Hold This	no prereq		wsc
	Improved Counterspell	no prereq		srd
	Improved Critical*	FALSE		srd
	Improved Initiative	no prereq	+4 Init	srd
	Improved Turning	Ability to turn or rebuke creatures		srd
	Improved Unarmed Strike	no prereq		srd
	Deflect Arrows	FALSE		srd
	Snatch Arrows	FALSE		srd
	Improved Grapple	FALSE		srd
	Stunning Fist	FALSE		srd
	Iron Will	no prereq	+2 Will	srd
	Keen Sense*	no prereq	adds +2 to Notice with associated sense	wsc
	Leadership	FALSE		srd
	Lightning Reflexes	no prereq	+2 Reflex	srd
	Martial Weapon Proficiency*	no prereq		srd
	Mounted Combat	FALSE		srd
	Mounted Archery	FALSE		srd
	Ride-By Attack	FALSE		srd
	Spirited Charge	FALSE		srd
	Trample	FALSE		srd
	Old Money	*1st level only*		wsc
	Perfect Memory	TRUE	+5 to Int check to remember detail	wsc
	Perfect Placement	TRUE	ignore hardness vs. explosives	wsc
	Perfect Spot (f)	no prereq	ignore DR vs. creature	wsc
	Point Blank Shot	no prereq		srd
	Far Shot	FALSE		srd
	Get in Close (f)	FALSE	no AoO using firearm in melee	wsc
	Precise Shot	FALSE		srd
	Improved Precise Shot	FALSE		srd
	Trick Shot (f)	FALSE		wsc
	Rapid Shot	FALSE		srd
	Fan the Hammer (f)	FALSE	gain an additional secondary shot	wsc
	Manyshot	FALSE		srd
	Shot on the Run	FALSE		srd
	Power Attack	FALSE		srd
	Cleave	FALSE		srd
	Great Cleave	FALSE		srd
	Improved Bull Rush	FALSE		srd
	Improved Overrun	FALSE		srd
	Improved Sunder	FALSE		srd
	Irresistable Object (f)	FALSE		wsc
	Threatening Presence	FALSE		wsc
	Psychology	FALSE		wsc

Chosen			Prereq met?		ref
	Quick Draw		FALSE		srd
	Give Me That		FALSE	use Sleight of Hand to take items from others	wsc
	Quick Learner		no prereq	gain 1 extra skill point/level	wsc
	Rapid Reload		Proficiency with Crossbow		srd
	Run		no prereq		srd
	Savant*		no prereq	Choose 2 skills to be Class	wsc
	Shield Proficiency		no prereq		srd
	Improved Shield Bash		FALSE		srd
	Tower Shield Proficiency		FALSE		srd
	Simple Weapon Proficiency		no prereq		srd
	Skill Focus*		no prereq		srd
	Savoir-Faire		FALSE		wsc
free	Skill Symbosis*	Notice and Search	no prereq	+2 to 2 skills of choice	wsc
	Socialite				wsc
	Speedloader (f)		FALSE	load 6 bullets in 1 firearm	wsc
	Spell Focus*		no prereq		**srd**
	Greater Spell Focus*		FALSE		srd
	Spell Mastery*		TRUE		srd
	Spell Penetration		no prereq		srd
	Greater Spell Penetration		FALSE		srd
	Teamwork (f)		no prereq		wsc
	Toughness**		no prereq	+3 hp	srd
	Resiliance		FALSE	gain 1 hp per level	wsc
	Track		no prereq		srd
	Two-Weapon Fighting		FALSE		srd
	Improved Two-Weapon Fighting		FALSE		srd
	Greater Two-Weapon Fighting		FALSE		srd
	Two-Weapon Defense		FALSE		srd
	Weapon Finesse		FALSE		srd
	Weapon Focus*		FALSE		srd
	Weapon Specialization*		FALSE		srd
	Greater Weapon Focus*		FALSE		srd
	Greater Weapon Specialization*		FALSE		srd

Chosen	**Item Creation** Feats		Prereq met?	other requirements	ref
	Brew Potion		Spellcaster 3rd+		srd
	Craft Magic Arms and Armor		Spellcaster 5th+		srd
	Craft Rod		Spellcaster 9th+		srd
	Craft Staff		Spellcaster 12th+		srd
	Craft Wand		Spellcaster 5th+		srd
	Craft Wondrous Item		Spellcaster 3rd+		srd
	Forge Ring		Spellcaster 12th+		srd
free	Scribe Scroll		Spellcaster 1st+		srd

Chosen	**Metamagic** Feats		Prereq met?	spell level increase	ref
	Empower Spell		no prereq	+2	srd
	Enlarge Spell		no prereq	+1	srd
	Extend Spell		no prereq	+1	srd
	Heighten Spell		no prereq	+x	srd
	Maximize Spell		no prereq	+3	srd
	Quicken Spell		no prereq	+4	srd
	Silent Spell		no prereq	+1	srd
	Widen Spell			+3	srd

Chosen	**Supernatural** Feats		Prereq met?	skill used	ref
1	Sixth Sense	notice the supernatural	no prereq	Notice	wsc
	Arithmology	bonus to spell DCs vs target	FALSE	Mathematics	wsc
	Meditation	bonus to attribues	TRUE	Concentration	wsc
	Presence	supernatural creatures & undead	TRUE	Diplomacy / Handle Animal	wsc
1	Prognostication	omens & fortune telling	TRUE	Decipher Script	wsc
	Psychometry	object reading	TRUE	Gather Information	wsc

Chosen	**Additional Feats**		Prereq met?	Free for: … / other info	ref

* - may be taken multiple times, for different targets, does not stack; ** - may be taken multiple times, effects stack; regional - see your region & feat descriptions for details

The Village Elder

33 gp :current   (starting)

current experience total: :current character level   **cash** $ 75.00

	event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
1	Creation											$ 42.00	$ 33.00
2													$ 33.00
3													$ 33.00
4													$ 33.00
5													$ 33.00
6													$ 33.00
7													$ 33.00
8													$ 33.00
9													$ 33.00
10													$ 33.00
11													$ 33.00
12													$ 33.00
13													$ 33.00
14													$ 33.00
15													$ 33.00

Village Elder: She has lived most of her life in a small remote Chinese village. Her grandfather taught her magic and she existed as a village elder until a few years ago when the wanderlust struck her. In her travels to the Philippines and in China, she made the acquaintance of a few Fellowship members who recommended her for membership once they realized she had the "talent". She has since studied quite a bit in several civilized areas.

The Village Elder				carried ?		8.24	lbs. : total weight carried	sto 4.97		carried ?
	$ 75.00	starting money	basic weight			load type : **Light**		basic weight		
	$$	item(s)				$$	- item(s)			
armor			0	X						
shield			0	X						
weapon 1	18	Iver Johnson Safety Automatic	0.97							
weapon 2	12	AAC Wheeler Double Barrel Derring	0.74	x						
weapon 3	2	Dagger	1	x						
weapon 4	0	Quarterstaff	4	x						
weapon 5			0							
weapon 6			0							
	2	25 derringer bullets	0.5	x						
	3	25 light auto bullets	1							
	0	Spellbook	3							
	5	Spell Pouch	2	x						