

Darro CaelRoarer, CaelRoarers Kolba Knight

Strength	14
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	22
<i>Initiative Mod</i>	5
<i>Unarmed Combat to Hit</i>	5
Dexterity	22
<i>Plus To Hit</i>	5
<i>Craft Skill Mod</i>	25
Constitution	14
<i>Max. Enc.</i>	47 lbs
Intelligence	18
<i>Use Magic</i>	40
<i>Sage Skill Mod</i>	6
Wisdom	22
<i>Directed Spell</i>	5
<i>Craft Skill Mod</i>	30
Will	13
Piety	17
Charisma	5
Appearance	9
<i>Reaction Adj</i>	0
Luck	11

Def	17	Mod DS	17	HP	24	Height	3'2"
Weight	70 lbs	Hair	Blond	Skin	Tan	Eyes	Green
Sex	male	Age	45	Cash	1.0 g.s.		
God	Tanner MacDannen						
Code	Community, Others Safety, Family						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	95	ANIMAL TRAINING Wolf	1	40	ARMOR USE - LINKED
1	40	ARMOR USE - LINKED Chain Armor	1	40	ARMOR USE - PLATE
1	40	BOW USE	1	46	COOKING
1	40	COURTLY MANNERS	1	46	FIRST AID
3	95	HORSEMANSHIP	1	40	IMPROVISED WEAPON
1	65	MOVE SILENTLY	1	46	NAVIGATION
2	60	PARRYING Short Sword	1	40	SHIELD USE
1	40	SWORD USE	1	40	TAPPING
1	40	TARGETING Short Sword	1	40	TARGETING Light Cross Bow
1	40	UNARMED COMBAT	1	40	WILDERNESS SURVIVAL Forest

Weapon Specializations	Damage	+TH	+TD	Att
Short Sword	3d10	6	1	4
Unarmed Combat	d6/0/Man.	6	1	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Knife	1d6	5	0	4	.5yd	1/2lb	Standard Weapon
Short Sword	3d10	6	1	4	1yd	3 lb	Standard Weapon
Light Cross Bow	See Ammo; +0 dice to damage	5	0	1	160yd	5lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Light Cross Bow	20	Broad Head	5d10	0	0	0	0	Standard Ammo. x2 against flesh, 1/2 against armor
Light Cross Bow	40	Leaf Head	5d8	0	0	0	0	Standard Ammo. Standard Arrow.

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Realm	Level	Cost	Range	Name	Description
Vampiric	1	4 pts	Touch	Glow/Darkness	Glow/Darkness is one of the great utility spells of Vampirics. This spell is usually cast on inanimate objects and will last until the caster dispells it or dies. However, if it is cast on a living creature then the caster must concentrate on it to maintain it. If the caster is jostled or hit or moves more than 1/2 movement the spell will cease. Normally, the spell will affect a 10' sphere +1' per level of the caster around the source. Note that the caster can see through his own darkness, although no one else can.
Vampiric	1	1 pt/2 rds	Personal	Haste I	Haste I was first developed by the halfling mage Bollo Longbottom for the Royal Halfling Postal Service. This was to speed their well meaning but slow ponies. Bollo's fame amongst the halfling mages of the present day is immense. The spell will double the movement rate of the caster.
Vampiric	1	1 pt/5 rds	Personal	Invisibility I	Although the caster can only move at 1/4 normal movement, this spell is powerful in that it is more effective against the more intelligent observer. This spell will render the caster unnoticed to the point that people will avoid walking into the caster and he/she will appear as something that belongs and thus beneath notice. However, creatures of animal intelligence or of a 6 or lower INT will notice the caster; i.e. guard dogs will bark at you. Also, creatures with infra vision or exceptional smell will have a chance of detection equal to the rating of the infra-vision and/or smell. The caster will also make noise unless the caster can move silently. If this power is employed in combat it will give the caster a +4 to Armor Class until the caster is hit, hits an opponent, or is jarred.
Vampiric	1	1 pt/turn	4 mi/lvl	Telepathy	Telepathy is a useful spell which allows communication to occur between two or more sentient creatures. The caster merely concentrates on the person (or people) with whom he wishes to communicate; if they are within the range of the spell, the conversation may begin. Unfortunately there are a few drawbacks to the spell. First, the castor must share a common language with the recipient to be understood. Second, the recipient must be a sentient creature; this spell cannot be used to communicate with animals. Third, telepathy resembles a mental attack spell, meaning it will be blocked by all mental protection spells. Finally, the castor is wide open to any return mental attack spells which the recipient cares to send.

Greater Realm Spirit Points	24	Greater Realm Max S.P.	72	Greater Realm Current S.P.	
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Hit Points								1	12										
								Head											
2	48			3	48			4	12			5	48			6	48		
Right Arm				Right Shoulder				Chest				Left Shoulder				Left Arm			
								7	24										
								Stomach											
								8	24										
								Groin											
9		48						10		48									
Right Leg								Left Leg											

Armor				1		92																							
						Travelling Cloak, Full Plate Armor, Small Steel Shield																							
2		70				3		62				4		92				5		62				6		70			
Travelling Cloak, Bracers, Chain Armor				Travelling Cloak, Chain Armor				Travelling Cloak, Full Plate Armor, Small Steel Shield				Travelling Cloak, Chain Armor				Travelling Cloak, Bracers, Chain Armor													
						7		92																					
						Travelling Cloak, Full Plate Armor, Small Steel Shield																							
						8		62																					
						Travelling Cloak, Full Plate Armor																							
9				62								10				62													
Travelling Cloak, Chain Armor										Travelling Cloak, Chain Armor																			

Armor Item	AM Adj	AF Multiplier	Notes
Travelling Cloak	0	1	Standard Armor
Bracers	0	1	Standard Armor
Small Steel Shield	0	1	Standard Armor
Chain Armor	1	2	Darro found this armor on his travels at the ruins of a sorcerer's tower.
Full Plate Armor	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
Large skin	.6	Steel frame backpack	8	Medium pouch	.4
Normal lantern	2	Lantern oil	.8	Trousers	.4
Shirt	.3	Vest	.1	Leather boots	.8
1 week staples	3	Wine	4qt		

Description

Darro is part of the 150 or so Kolba who live in Tirada. He believes strongly in the safety of all the people, Kolba or otherwise in the village and will do anything to see them safe. He is the one who organized the expedition when the Mayor would not. His position is complicated because his sidhe wolf, Illana, is looked upon now not as an ally but with fear and suspicion.