

Jahn Jamou, Kilmorran Human Ranger

Strength	20
<i>Armor Mod</i>	2
<i>Damage Mod</i>	5
Agility	18
<i>Initiative Mod</i>	1
<i>Unarmed Combat to Hit</i>	2
Dexterity	13
<i>Plus To Hit</i>	0
<i>Craft Skill Mod</i>	0
Constitution	20
<i>Max. Enc.</i>	89 lbs
Intelligence	6
<i>Use Magic</i>	0
<i>Sage Skill Mod</i>	-9
Wisdom	10
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	-5
Will	18
Piety	17
Charisma	12
Appearance	8
<i>Reaction Adj</i>	0
Luck	17

Def	19	Mod DS	19	HP	29	Height	6'
Weight	200 lbs	Hair	Red	Skin	Tan	Eyes	Brown
Sex	male	Age	25	Cash	1.0 g.s.		
God	Arborea						
Code	Village, Friends, Food						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - LINKED	1	40	BOW USE
1	40	CAMOFUDGE	1	40	DRAW WEAPON Two-Handed Sword
1	31	FIRST AID	1	31	HERBOLOGY
1	50	HORSEMANSHIP	1	40	HUNTING
1	50	MOVE SILENTLY	1	40	PARRYING Two-Handed Sword
1	40	SWORD USE	1	40	TARGETING Two-Handed Sword
1	40	TARGETING Long Bow	1	40	TRACKING
1	40	WILDERNESS SURVIVAL Forest			

Weapon Specializations	Damage	+TH	+TD	Att
Two-Handed Sword	5d10	1	7	2

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Knife	1d6	0	5	4	.5yd	1/2lb	Standard Weapon
Long Bow	See Ammo; +0 dice to damage	0	5	2	240yd	2lb	Standard Weapon
Two-Handed Sword	5d10	1	7	2	2yd	12lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Long Bow	20	Broad Head	4d8	0	0	0	0	Standard Ammo. x2 against flesh, 1/2 against armor
Long Bow	20	Leaf Head	3d10	2	4	0	0	Magical Arrows that Jahn was given by tinkers when he helped them out.. Standard Arrow.

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Realm	Level	Cost	Range	Name	Description
Ellwynn	1	1 pt/turn	Personal	Camouflage	This spell is a lesser version of invisibility, since it leaves a shaky outline of the caster. It will not mask smell or sound. However, infra-vision will be blocked. If someone is actively searching for the caster and the caster is not moving, there is only a 35% -3%/level of detection. If the caster moves this chance is doubled. This spell will also give a +3 to armor class with a +1 every 2 levels.
Ellwynn	1	1 pt/3 hp	Touch	Heal I	Heal I is the beginning of the most sought after forms of magic, healing. Everybody needs healing but this spell may be used to inflict damage as well. If this spell is reversed it does 3 hit points of damage for every spirit point spent. This spell, however, will not mend bones properly or remove arrows. Thusly, it still takes the skills of bone setting and surgery to use this spell for anything but the most basic of injuries. For example, if the bone is broken at a 90 degree angle, you must set it before healing it or it will mend improperly. The reverse heal causes the flesh to rot.
Ellwynn	1	12 pts	Unlimited	Summon Ellwynn Companion	This spell is the source of the Ellwynn spell casters. ALL ELLWYNN SPELL CASTERS MUST TAKE THIS SPELL! It summons the caster's soulmate in animal form. A strong attachment will quickly develop between the caster and the companion. The companion will be the embodiment of the caster's spirit animal and will aid the caster in all things as well as storing the casters spell points. First, the caster and companion will be able to understand each other's speech and beyond that will have a telepathic link. Second, the caster will be able to "see" through the eyes of the companion. Third, the caster, at the discretion of the Gamesmaster, may gain some abilities of the familiar; i.e. a cat familiar may give +1 to agility, or a wolf could give night vision. Much thought should be given the creation of a companion since it will be a powerful ally and companion. The familiar will start with the stats of the character but only 1/2 the caster's hit points and 50 spirit points. The companion will gain 1d10 hit points and 1d6 spirit points per level that the caster gains. The companion may use any skills of the caster if it is physically possible for it to do so. The caster may cast spells through his companion if so desired. The companion will regenerate its spirit points at a rate of 1 per night. If the Gamesmaster thinks it is appropriate he/she may alter the stats of the companion to suit its species; i.e. cats with over 20 AGL or bears with over 20 STR. If the companion is killed the caster will take the companion's base hit points in damage to his base hit points. The caster must save vs his WIS - his level to remain sane. If he fails he will be utterly insane with no hope of ever being cured by magical or other means. Remember, this is your soul companion. If the caster does save he must recover and retrain for a number of years equal to his level then he may cast the spell again. If the caster casts this spell again while the companion still lives it will teleport the companion to the caster unless blocked by lead.

Lesser Realm Spirit Points	19	Lesser Realm Max S.P.	50	Lesser Realm Current S.P.	
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Hit Points						1	14										
						Head											
2	58		3	58		4	14		5	58		6	58				
Right Arm			Right Shoulder			Chest			Left Shoulder			Left Arm					
						7	29										
						Stomach											
						8	29										
						Groin											
9			58						10			58					
Right Leg												Left Leg					

Armor				1	42									
				Travelling Cloak, Banded Armor										
2	40		3	32		4	39		5	32		6	40	
Travelling Cloak, Bracers, Chain Armor		Travelling Cloak, Chain Armor		Travelling Cloak, Scale Armor		Travelling Cloak, Chain Armor		Travelling Cloak, Bracers, Chain Armor						
				7	39									
				Travelling Cloak, Scale Armor										
				8	62									
				Travelling Cloak, Full Plate Armor										
9		32						10		32				
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
Chain Armor	0	1	Standard Armor
Scale Armor	0	1	Standard Armor
Banded Armor	0	1	Standard Armor
Full Plate Armor	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
Wood frame backpack	4	Large pouch	.8	One person tent	3
Large pavilion	25	Normal lantern	2	Lantern oil	.8
Trousers	.4	Shirt	.3	Leather boots	.8
Brimmed hat	.3	1 week staples	3	Fleur wine	1qt

Item Name	Weight	Description
Family Ring	.1 lbs	Jahn has a ring that his mother gave him just before she died. They had lived in the hills and he had never know his father. The ring is platinum with a beautiful blue gem. He does not know what it is but he has always thought it is the most beautiful thing he has ever seen. It is his most prized possession.

Description

Jahn is a devout Arborean although he does not have a mean bone in his body. When he is not hunting wolves, he is helping anyone in the village of Tirada who needs it. He is a big (and rather dumb) ranger who travels free owing allegiance to no one. His wolf companion, Lita, is his best friend and has gotten him out of more than one scrape.

Jahn knows of the rumors of the Upper Vul and the ruins near the village. He believes that ghosts haunt the Ruins at Brush Hill but refuses to admit he is frightened.