

Tales of Gaea



Jinny Miller, Half Elf Healer

Strength	14
<i>Armor Mod</i>	0
<i>Damage Mod</i>	0
Agility	21
<i>Initiative Mod</i>	4
<i>Unarmed Combat to Hit</i>	4
Dexterity	17
<i>Plus To Hit</i>	1
<i>Craft Skill Mod</i>	5
Constitution	12
<i>Max. Enc.</i>	33 lbs
Intelligence	20
<i>Use Magic</i>	86
<i>Sage Skill Mod</i>	12
Wisdom	14
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	0
Will	20
Piety	19
Charisma	9
Appearance	19
<i>Reaction Adj</i>	40
Luck	17

Def	16	Mod DS	16	HP	22	Height	5' 11"
Weight	104 LBS	Hair	Brown	Skin	White	Eyes	Blue
Sex	female	Age	22	Cash	2.0 g.s.		
God	Arborea						
Code	Healing Others, Friendship, Family						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ACROBATICS	1	40	ARMOR USE - LEATHER
1	40	ARMOR USE - LEATHER Ringed Leather Armor	2	72	BONESETTING
1	40	BOW USE	1	52	CHEMISTRY
1	40	CLIMBING	1	40	DRAW WEAPON Broad Sword
3	82	FIRST AID	1	52	HERBOLOGY
1	52	LANGUAGES Elvish - Vellurean	1	52	MEDICINE
1	40	POISON	3	82	SURGERY
1	40	SWORD USE	1	40	TARGETING Short Bow
1	40	TARGETING Broad Sword	1	40	UNARMED COMBAT
1	52	WOODLAND LORE			

Weapon Specializations	Damage	+TH	+TD	Att
Unarmed Combat	d6/0/Man.	5	1	3/0/0

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Short Bow	See Ammo; +0 dice to damage	1	0	3	150yd	1lb	Standard Weapon
Broad Sword	3d10	4	6	3	1yd	8 lb	This sword was her father's and he gave it to her on her 16th birthday.

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Short Bow	20	Elven (Le Puis)	3d10	1	1	0	0	Standard Ammo. +1 quality, +100 yards
Short Bow	40	Leaf Head	2d10	0	0	0	0	Standard Ammo. Standard Arrow.

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Realm	Level	Cost	Range	Name	Description
Wolvesbane	1	3 pts	Personal	Chameleon	This spell is a lesser version of invisibility, since it leaves a shaky outline of the castor. 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.
Wolvesbane	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.
Wolvesbane	1	2 pts	Touch	Mend I	Mend I will mend non-magical items when they are broken. The caster must join the broken pieces together (if they cannot be joined i.e. pounded to dust, it cannot be mended) then enact the spell. An item may be mended in this manner 10 times before the matter becomes too thin to mend again. Items may also be rended to dust. The caster may rend up to a volume equal to 1 cubic foot per level.

Greater Realm Spirit Points	24	Greater Realm Max S.P.	72	Greater Realm Current S.P.	
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Hit Points				1	11				
				Head					
2	44		3	44		4	11		5 44
Right Arm		Right Shoulder		Chest		Left Shoulder		Left Arm	
				7	22				
				Stomach					
				8	22				
				Groin					
	9	44					10	44	
	Right Leg						Left Leg		

Armor				1	62				
				Travelling Cloak, Full Plate Armor					
2	85		3	77		4	62		5 77
Travelling Cloak, Bracers, Ringed Leather Armor		Travelling Cloak, Ringed Leather Armor		Travelling Cloak, Full Plate Armor		Travelling Cloak, Ringed Leather Armor		Travelling Cloak, Bracers, Ringed Leather Armor	
				7	62				
				Travelling Cloak, Full Plate Armor					
				8	62				
				Travelling Cloak, Full Plate Armor					
	9	77					10	77	
	Travelling Cloak, Ringed Leather Armor						Travelling Cloak, Ringed Leather Armor		

Armor Item	AM Adj	AF Multiplier	Notes
Travelling Cloak	0	1	Standard Armor
Bracers	0	1	Standard Armor
Ringed Leather Armor	0	3	This is armor her mother brought her when she was just starting out as a Healer.
Full Plate Armor	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
Rucksack	1	Large pouch	.8	One person tent	3
Robe	.4	Leather shoes	.6	1 week staples	3

Item Name	Weight	Description
Findel's Anatomy	.1 lbs	This is Jinny's first madical book. She always keeps it near her.

Description

Jinny is the illegitimate daughter of Eron Miller and a Vuldure Elf. Her mother, Lillia, had Eron raise Jinny amongst humans. Despite her father always treating her fairly, Jinny was often teased by other people as she grew up. Father Roln has often treated her harshly. She has many friends among the other half elves of the village of Tirada. At an early age she was drawn to the healing arts and the Healing House. She delights in the healing of others but has also learned to defend herself and is not afraid to stand up for herself.