

Lindo Tinsmith, Keklyn Dwarf Knight

Strength	24
<i>Armor Mod</i>	6
<i>Damage Mod</i>	17
Agility	18
<i>Initiative Mod</i>	1
<i>Unarmed Combat to Hit</i>	2
Dexterity	18
<i>Plus To Hit</i>	2
<i>Craft Skill Mod</i>	10
Constitution	21
<i>Max. Enc.</i>	109 lbs
Intelligence	14
<i>Use Magic</i>	20
<i>Sage Skill Mod</i>	0
Wisdom	7
<i>Directed Spell</i>	0
<i>Craft Skill Mod</i>	-20
Will	20
Piety	16
Charisma	15
Appearance	10
<i>Reaction Adj</i>	0
Luck	9

Def	21	Mod DS	20	HP	31	Height	4'4"
Weight	245 lbs	Hair	Black	Skin	Brown	Eyes	Brown
Sex	male	Age	133	Cash	2.0 g.s.		
God	Awle						
Code	Friends, Business, Drink, Awle						
C. Exp	0.0	R. Exp	0.0	Level	1		

Lvl	%	Skill	Lvl	%	Skill
1	40	ARMOR USE - LINKED	1	40	ARMOR USE - PLATE
1	40	ARMOR USE - PLATE Full Plate Armor	1	40	AXE USE
1	40	BOW USE	1	40	COURTLY MANNERS
1	30	CUSTOM SKILL Tin Smithing	1	40	DRAW WEAPON Great Axe
1	40	FIRST AID	4	75	LANGUAGES Dwarven
4	75	LANGUAGES Gnomish	1	40	LANGUAGES Queras - Common
1	30	MASONRY	1	30	METAL WORKING
1	30	MINING	1	40	PARRYING Great Axe
1	55	PICK LOCKS	1	40	SHIELD USE
1	40	SHIELD USE Large Steel Shield	2	60	TARGETING Great Axe
1	40	TARGETING Heavy Cross Bow	1	40	THROWN WEAPON Great Axe
1	40	WEAPON LORE Axes			

Weapon Specializations	Damage	+TH	+TD	Att
Great Axe	5d12	3	18	3

Weapon Carried	Damage	+TH	+TD	Att	Range	Weight	Notes
Great Axe	5d12	3	18	3	2.5yd	15lb	Standard Weapon
Broad Sword	3d10	2	17	2	1yd	8 lb	Standard Weapon
Heavy Cross Bow	See Ammo; +0 dice to damage	2	17	0-1/2	250yd	9lb	Standard Weapon

Weapon Ammo	Qty	Name	Dam	+TH	+TD	Add. Att	Add Dam	Note
Heavy Cross Bow	20	Broad Head	5d12	0	0	0	0	Standard Ammo. x2 against flesh, 1/2 against armor
Heavy Cross Bow	20	Dwarven Bolts(Spanten)	9d12	1	1	0	0	Standard Ammo. +1 quality, 3d10 removal damage

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Realm	Level	Cost	Range	Name	Description
Sorcerer	1	1 pt/4 rds	Touch	Invisibility I	Although the caster can only move a 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 is 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 to detect 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.
Sorcerer	1	6 pts	Sight	Sleep I	When this spell is cast the victim must save vs. his/her WIS-2. The sleep induced is light and lasts for 1-4 turns. Any reasonably loud sound will wake the sleeper. This spell will affect 7 levels + 1/level of the caster in enemies. This means at 2nd level the sleep spell will affect 8 levels of creatures.
Sorcerer	1	6 pts	Touch	Sorcerous Setting	This spell is the root of the Sorcery realm. ALL sorcerers must take this spell to be able to cast sorcery spells. This setting will allow the Sorcerer to store 50 spell points for his realm. Sorcerers may carry more than one setting but each setting requires a 500 gold sovereign gem (usually a gift from their master). The setting may be made of any metal desired and will magically resize to fit any gem. The setting may also be of any shape; i.e. ring, tiara, brooch, necklace, etc. The only restriction is that it is a piece of jewelry which can hold a gem. The setting, upon command, will warn of hostile minds within 20 feet. Also the setting increases the caster's awareness so that he is only surprised 1 in 10 times. The setting takes one month to complete.
Sorcerer	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 caster 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 caster is wide open to any return mental attack spells which the recipient cares to send.

Lesser Realm Spirit Points	25	Lesser Realm Max S.P.	50	Lesser Realm Current S.P.	
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Hit Points				1		15																							
				Head																									
2		62				3		62				4		15				5		62				6		62			
Right Arm				Right Shoulder				Chest				Left Shoulder				Left Arm													
				7		31																							
				Stomach																									
				8		31																							
				Groin																									
9		62								10		62																	
Right Leg								Left Leg																					

Armor						1	62							
						Travelling Cloak, Full Plate Armor								
2	70		3	62		4	182		5	182		6	190	
Travelling Cloak, Bracers, Full Plate Armor			Travelling Cloak, Full Plate Armor			Travelling Cloak, Full Plate Armor, Large Steel Shield			Travelling Cloak, Full Plate Armor, Large Steel Shield			Travelling Cloak, Bracers, Full Plate Armor, Large Steel Shield		
						7	182							
						Travelling Cloak, Full Plate Armor, Large Steel Shield								
						8	182							
						Travelling Cloak, Full Plate Armor, Large Steel Shield								
9			62						10			62		
Travelling Cloak, Full Plate Armor									Travelling Cloak, Full Plate Armor					

Armor Item	AM Adj	AF Multiplier	Notes
Travelling Cloak	0	1	Standard Armor
Bracers	0	1	Standard Armor
Large Steel Shield	0	2	Shield given to him by his commander when he retired from the Keklyn Army.
Full Plate Armor	0	1	Standard Armor

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Name	Weight	Name	Weight	Name	Weight
Wood frame backpack	4	Hemp Rope 10yd	3	Grapple	1
Two-six people tent	6	Glow stick	.5	Shirt	.3
Pantaloons	.6	Leather boots	.8	1 week staples	3
Kek	1qt	Draft horse	1400	Covered wagon	3600

Description

Lindo has made his way across the Vul Valley selling his wares and services to all that he encounters. His greatest friend, Era-ztu-Korda, a Soolaan warrior who he saved from freezing to death in the Green Mountains travels the lands with him. Together they have spent their days as tinkers, selling small tin goods, and investigating ruins of all races they come across.

As he found himself in the cillage of Tirada and many of his friends in serious trouble hae has volunteered to help. Thirty years ago Lindo had been a leutnant in the Keklyn army. He has not forgotten how to swing an axe.