



Character: Feyre Archeron (50 yrs, 89 lbs)

Player: Susan Miller

Race: Elf

STR: 10/60 (+0) **INT:** 18/25 (+3)

WIS: 12/75 (+0) **DEX:** 16/05 (+2)

CON: 15/30 (+2) **CHA:** 08/55 (-1)

Class(es)/Level(s): Mage 3/Enchanter 4

Alignment: Chaotic Good

Languages: Common, Elven, Goblin, Draconic

Max Hit Points: 35; Magic Resistance 30%

Armor Class:

Long Rest: 7 **Short Rest/FF:** 1

Readied: -1 (-2 if mage armored)

Raw THACO: 18

STR-based: 18 **DEX-based:** 16

with quarterstaff or long-sword

AC	-1	0	2	4	5	6	7	8
Roll	19	18	16	14	13	12	11	10

with short-sword / short-bow: 16

AC	-1	0	2	4	5	6	7	8
Roll	18	16	14	12	11	10	9	8

Trait: **Curse Lifter** +2

Trait: **Arcane Adept** +3

Trait: **Historian** +3

Trait: **Loremaster** +3

Trait: **Bookseller** +1

Saving Throws:

Death/Poison: 12

Wands: 13

Paralysis/Petrify: 13

Breath Attack: 15

Spells/Rods/Staves: 15

Equipment: quarterstaff (1d4), short bow (1d4), [mithril chain shirt](#) +1, glass flasks of flammable oil (x5), [potions of healing](#) (x3), [potions of rejuvenating](#) (x5), poison antidote (x3), [enchanter's robes](#), [bracers of protection +1](#), spellbook, 1 pint ethanol (80 proof), pair of daggers, [wand of fireballs](#) (1 charge), potion of flying (x1), [copper wand of burning hands](#) (10 charges), [scroll of riddles](#), scroll: flying x 1, invisibility x 1, potion of [vigorous voodoo](#), [enchanter ear-rings](#), [bark from a tree of healing](#), sharpening stone

Wealth: a share of 2,000-GP worth of ores

Treasure: 44 PP, 1,533 GP, 26 SP, 09 CP {black}

Spells (4/3/2): [mage armor](#), [burning hands](#), [detect magic](#), [eldritch bolt](#), [comm. Prot. From evil](#), [levitate](#), [sleep](#), [knock](#), [hold portal](#), [fireball](#), [lightning bolt](#), [zone of glacial cold](#), [cone of cold](#)

Known Heroic Deeds: 13 (thirteen)

Daily Risk Dice Pool: 7 (seven)

1. [Aim Carefully](#)
2. [Arcane Deflection](#)
3. [Attune Item](#)
4. [Aura of Enchantment](#)
5. [Charge Item](#)
6. [Death Ward](#)
7. [Death Word](#)
8. [Disenchant](#)
9. [Dweomer Determination](#)
10. [Eldritch Wrath](#)
11. [Intensify Spell](#)
12. [Manipulate Fate](#)
13. [Short Port](#)

History: @ overall Lv 2, rolled these d4 results: 2,2,2,1,3,4 – resulting in STR 10/10, INT 16/25, DEX 15/10, WIS 12/10, CON 14/10, CHA 08/10;

[illegible]

[illegible]