**Character**: Feyre Archeron (50 yrs, 89 lbs)

**Player**: Susan Miller

**Race**: Elf

**Class(es)/Level(s)**: Mage 3/Enchanter 1

**Alignment**: Chaotic Good

**Languages**: Common, Elven, Goblin, Draconic

**Max Hit Points**: 23

**AC Long Rest**: 10

**AC Short Rest**: 3

**AC Flat-footed**: 3

**AC Readied**: 2

**Raw THAC0**: 19

**STR-based THAC0**: 19

**DEX-based THAC0**: 17

Mod. THAC0 with quarterstaff: 19

Mod. THAC0 with long sword: 19

Mod. THAC0 with short bow: 17

Trait: **Curse Lifter** +2

Trait: **Arcane Adept** +3

Trait: **Historian** +2

Trait: **Loremaster** +2

Trait: **Bookseller** +1

Death/Poison Save: 12

Wands Save: 13

Paralysis/Petrify Save: 13

Breath Attack Save: 15

Spells/Rods/Staves Save: 15

Daily Risk-Dice Pool: 5 (five)

Remaining Risk Dice & HP:

**STR**: 10/30 (+0)

**INT**: 17/50 (+3)

**WIS**: 12/30 (+0)

**DEX**: 15/45 (+2)

**CON**: 15/20 (+1)

**CHA**: 17/05 (+3)

**Equipment**: quarterstaff (1d4), longsword (1d4), short bow (1d4), mithril chain shirt (base AC 4), glass flasks of flammable oil (x5), potions of 2d6+2 healing (x4), potions of rejuvenating 3 HP/round (x6), poison antidote (x3), wizard’s robe, bracers of protection +1, spellbook, 1 pint ethanol (80 proof), pair of daggers, wand of fireballs (5d6 damage, 1 charge remains), potion of flying (x1), copper wand of burning hands (8 charges), scroll of riddles, scroll: flying x 1, invisibility x 1

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

**Treasure**: 33 PP, 428 GP, 26 SP, 09 CP {black}

**Known Deeds**: 7 (seven)

**Spells**: burning hands, detect magic, eldritch bolt, comm. Prot. From evil, levitate, sleep, knock, hold portal

**Contacts/Allies**: [Tauste](https://bryanmiller.us/scarlethorizons/html/terminology.html#tauste)

**Affiliations:** [The Argent Twilight](https://bryanmiller.us/scarlethorizons/html/terminology.html#argentTwilight)

**Current XP Total**: 12,600 (TNL: 1,400)

**Deeds**: Arcane Deflection, Attune Item, Charge Item, Dweomer Detection, Intensify Spell, Manipulate Fate, Short Port

**History**: improved INT by a full point at level 4, to 17/50. Raised CON to 15/20 netting her 4 more HP (new max: 23)