

Lorien Mornyano

Character Name
Bard 7
CLASS

Originally (Blackrat) Then (Trogdor1992); now a NPC

Player Name
Silver Elf / Humanoid
RACE

None
Deity
Medium / 5 ft.
SIZE / FACE

Lake Silverleaf
Region
5' 7" / 120 lbs.
HEIGHT / WEIGHT

True Neutral
Alignment
Low-Light Vision
VISION

7 (7)
Character Level (CR)
EXP/NEXT LEVEL

131
AGE
Male
GENDER

Green
EYES
Silver, Medium length
HAIR

Points
SPEED

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	15	+2	17	+3	13	+1
CON Constitution	12	+1	12	+1		
INT Intelligence	17	+3	17	+3		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	15	+2	15	+2		
SAVING THROWS						
FORTITUDE (constitution)	+3	=	+2	+	+1	+0
REFLEX (dexterity)	+6	=	+5	+	+1	+0
WILL (wisdom)	+5	=	+5	+	+0	+0

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC armor class	31	16 : 15 : 12 = 10 + 4	0 + 1 + 0 + 0 + 1 + 0 + 0	0 + 0 + 0	Walk 30 ft.
INITIATIVE					
modifier					
TOTAL					
Encumbrance					
Light					

Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	=	+5	+	+1	+0	+
RANGED attack bonus	+6	=	+5	+	+1	+0	+
GRAPPLE attack bonus	+6	=	+5	+	+1	+0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6	1d3+1	20/x2	5 ft.
Special Properties:				

*+1 Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS					
+7					
DAMAGE					
1d8+2					

Masterwork Longbow (Composite/+1)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +8			Damage: 1d8+1			
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.			
TH	+8	+6	+4	+2	+0			
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1			
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.			
TH	-2	-4	-6	-8	-10			
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1			
Special Properties: STR bonus to damage								

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt	Light	+4	+6	+0	10
30hp/inch and 15 hardness					
*Ring of Protection +1		+1		+0	0

MISS CHANCE	ARCANE Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
	10	+0	0				

TOTAL SKILLPOINTS: 90		MAX RANKS: 10/5			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	3	=	3	
✓ Balance	DEX	9	=	1 + 6 + 2	
✓ Bluff	CHA	7	=	2 + 5	
✓ Bluff (Flattery)	CHA	2	=	2	
✓ City Lore	WIS	0	=	0	
✓ Climb	STR	1	=	1	
✓ Climb (Swarm Huge Monster)	STR	1	=	1	
✓ Concentration	CON	1	=	1	
✓ Craft (Maps)	INT	3	=	3	
✓ Craft (Untrained)	INT	3	=	3	
Decipher Script	INT	8	=	3 + 5	
✓ Diplomacy	CHA	12	=	2 + 8 + 2	
✓ Diplomacy (Dragon Protocol)	CHA	4	=	2 + 2	
✓ Disguise	CHA	2	=	2	
✓ Disguise (Act in character)	CHA	4	=	2 + 2	
✓ Escape Artist	DEX	1	=	1	
✓ Forgery	INT	3	=	3	
✓ Gather Information	CHA	8	=	2 + 6	
✓ Heal	WIS	0	=	0	
✓ Hide	DEX	13	=	1 + 7 + 5	
✓ Intimidate	CHA	4	=	2 + 2	
✓ Jump	STR	3	=	1 + 2	
✓ Jump (Leap into the Saddle)	STR	3	=	1 + 2	
✓ Knowledge (Lands of Harqual)	INT	8	=	3 + 5	
✓ Listen	WIS	7	=	0 + 5 + 2	
✓ Lore of the North	WIS	0	=	0	
✓ Move Silently	DEX	7	=	1 + 6	
✓ Perform (Lore-Chant)	CHA	2	=	2	
✓ Perform (Lute)	CHA	7	=	2 + 5	
✓ Perform (Sing)	CHA	9	=	2 + 7	
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	1	=	1	
✓ Sapper	STR	1	=	1	
✓ Sea Legs	DEX	1	=	1	
✓ Search	INT	5	=	3 + 2	
✓ Search (Stash Item)	INT	3	=	3	
✓ Sense Motive	WIS	0	=	0	
Sleight of Hand	DEX	9	=	1 + 6 + 2	
Speak Language(Barbarian)		1	=	0 + 1	
Spellcraft	INT	9	=	3 + 6	
Spellcraft (Decipher spell on scroll)	INT	11	=	3 + 6 + 2	
✓ Spot	WIS	2	=	0 + 2	
✓ Strategy	INT	3	=	3	
✓ Survival	WIS	0	=	0	
✓ Swim	STR	1	=	1	
✓ Tactics	INT	3	=	3	
Tumble	DEX	8	=	1 + 7	
Use Magic Device	CHA	7	=	2 + 5	
Use Magic Device (Scroll)	CHA	11	=	2 + 5 + 4	
✓ Use Rope	DEX	1	=	1	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

Equipment				
Item	Location	Qty	WT / Cost	
+1 Longsword	Equipped	1	4 / 2,315	
Gloves of Dexterity +2	Equipped	1	0 / 4,000	
Ring of Protection +1	Equipped	1	0 / 2,000	
Ring of Sustenance	Equipped	1	0 / 2,500	
Mithral Shirt	Equipped	1	10 / 1,100	
30hp/inch and 15 hardness				
Explorer's Outfit	Equipped	1	8 / 10	
Cloak of Elvenkind	Equipped	1	1 / 2,500	
Handy Haversack	Equipped	1	5 / 2,000	
27.41 lbs., 1 Masterwork Musical Instrument (Lute), 1 Rope (Silk/50 Ft.), 1 Grappling Hook, 1 Courtier's Outfit, 1 Everburning Torch, 1 Pouch (Belt), 1 Wand (Cure Light Wounds), 1 Signet Ring, 1 Lorien's Writing Kit, 1 Bag, Coin				
Masterwork Musical Instrument (Lute)	Handy Haversack	1	3 / 55	
Rope (Silk/50 Ft.)	Handy Haversack	1	5 / 10	
Grappling Hook	Handy Haversack	1	4 / 1	
Courtier's Outfit	Handy Haversack	1	6 / 30	
Everburning Torch	Handy Haversack	1	1 / 110	
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.				
Pouch (Belt)	Equipped	1	0.5 / 1	
4 lbs., 2 Caltrops				
Pouch (Belt)	Equipped	1	0.5 / 1	
1 lbs., 1 Potion of Fire Resist Energy 10, 2 Smokestick				
Pouch (Belt)	Handy Haversack	1	0.5 / 1	
4 lbs., 120 Coin (Gold), 80 Coin (Silver)				
Wand (Cure Light Wounds)	Handy Haversack	1	0.1 / 300	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	Handy Haversack	1	0 / 5	
Signet Ring	Handy Haversack	1	0.5 / 1	
Lorien's Writing Kit	Handy Haversack	1	0.5 / 1	
(Pouch (Belt/Leather))0.5 lbs., 1 Ink (1 Oz. Vial), 1 Ink (1 Oz. Vial/Other Colors), 1 Inkpen, 5 Candle, 1 Case (Map or Scroll)				
Ink (1 Oz. Vial)	Lorien's Writing Kit	1	0 / 8	
Ink (1 Oz. Vial/Other Colors)	Lorien's Writing Kit	1	0 / 16	
Inkpen	Lorien's Writing Kit	1	0 / 0.1	
Candle	Lorien's Writing Kit	5	0 (0) / 0 (0.1)	
☐☐☐☐☐	Lorien's Writing Kit			
Duration: 1 hr., Shadowy Illumination: 5 ft.				
Case (Map or Scroll)	Lorien's Writing Kit	1	0.5 / 1	
Bag, Coin	Handy Haversack	1	0.2 / 0.1	
for Robe of Useful Items.2.6 lbs., 40 Coin (Copper), 90 Coin (Platinum)				
Caltrops	Pouch (Belt)	2	2 (4) / 1 (2)	
Spell Component Pouch	Equipped	1	2 / 5	
Efficient Quiver	Equipped	1	2 / 1,800	
7.5 lbs., 1 Arrows (20/Cold Iron), 1 Arrows (20/Alchemical Silver), 10 Arrow				
Arrows (20/Cold Iron)	Efficient Quiver	1	3 / 2	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐				
30hp/inch and 10 hardness				
Arrows (20/Alchemical Silver)	Efficient Quiver	1	3 / 41	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐				
10hp/inch and 8 hardness				
Arrow	Efficient Quiver	10	0.1 (1.5) / 0.1 (0.5)	
☐☐☐☐☐ ☐☐☐☐☐				
Potion of Fire Resist Energy 10	Pouch (Belt)	1	0 / 300	
☐				
Smokestick	Pouch (Belt)	2	0.5 (1) / 20 (40)	
☐☐				
Masterwork Longbow (Composite/+1)	Carried	1	3 / 500	
STR bonus to damage				
Waterskin	Carried	1	0 / 1	
TOTAL WEIGHT CARRIED/VALUE		33 lbs.	19,656.7gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY

Coin (Platinum): 90[Bag, Coin]

Coin (Gold): 120[Pouch (Belt)]

Coin (Silver): 80[Pouch (Belt)]

Coin (Copper): 40[Baq, Coin]

Total= 1,028.4 gp

MAGIC

Languages

Barbarian, Centaur, Draconic, Elven, Halfling, Harqualian Common, Sylvan

Other Companions

Special Qualities

Beloved Leader

[Empire]

When rolling to the pool of settlers he can draw from, the bard gains a +2 competence bonus.

Bardic Knowledge

[RSRD]

A bard may make a special bardic knowledge check with a bonus +10 [equal to his bard level + his Intelligence modifier] to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music

[RSRD]

Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su)

[RSRD]

A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the Bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the Bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp)

[RSRD]

A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Competence (Su)

[RSRD]

A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the Bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the Bard's music. Certain uses of this ability are

infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Inspire Courage (Su) [RSRD]

A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Spells [RSRD]

A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Weapon and Armor Proficiency [RSRD]

A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Elf Racial Traits (Ex) [RSRD]

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Humanoid Traits [RSRD]

Humanoids eat/sleep/breathe

Longsword, Mace (Heavy), Mace (Light), Machete, Maul, Morningstar, Quarterstaff, Rapier, Sap, Sawtooth, Shortbow, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Helmet, Sword (Short), Unarmed Strike, Whip, Wooden Stake, Woodsman's Axe

Templates

Base Race Type

Base Race Type ~ Humanoid

Temporary Bonus

Ability Damaged (Dexterity)

Feats

Improved Initiative [RSRD]

You get a +4 bonus on initiative checks.

Quick Draw [RSRD]

You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Weapon Focus (Longbow) [RSRD]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Proficiencies

Axe (Carpenter's), Blowgun, Boulder, Club, Coconut, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Harpoon, Hatchet, Javelin, Longbow, Longspear,

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	4	2	—	—	—
PER DAY	3	4	3	—	—	—	—

LEVEL 0 / Per Day:3 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□Dancing Lights	Evocation (Fascination) [Light]	1 standard action	1 minute [D]	Medium (170 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
□□□□□Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
□□□□□Ghost Sound	Illusion (Figment, True Illusion)	1 standard action	7 rounds [D]	Close (40 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:12, Will disbelief (if interacted with)]					
□□□□□Prestidigitation	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:12, See text]					
□□□□□Read Magic	Divination	1 standard action	70 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
□□□□□Summon Instrument	Conjuration (Summoning)	1 round	7 minutes [D]	0 ft.	RSRD:SpellsS
[V, S] TARGET: One summoned handheld musical instrument; EFFECT: Summons one instrument of the caster's choice. [SR:No]					

LEVEL 1 / Per Day:4 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□Alarm	Abjuration	1 standard action	14 hours [D]	Close (40 ft.)	RSRD:SpellsA-B
[V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Wards an area for 14 hours. [SR:No]					
□□□□□Charm Person	Enchantment (Charm) [Mind-Affecting]	1 standard action	7 hours	Close (40 ft.)	RSRD:SpellsC
[V, S] TARGET: One humanoid creature; EFFECT: Makes one person your friend. [SR:Yes; DC:13, Will negates]					
□□□□□Feather Fall	Transmutation	1 free action	Until landing or 7 rounds	Close (40 ft.)	RSRD:SpellsF-G
[V] TARGET: 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: Objects or creatures fall slowly. [SR:Yes (object); DC:13, Will negates (harmless) or Will negates (object)]					
□□□□□Identify	Divination	1 hour	Instantaneous	Touch	RSRD:SpellsH-L
[V, S, M/DF] TARGET: One touched object; EFFECT: Determines properties of magic item. [SR:No]					

LEVEL 2 / Per Day:3 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 2d8+7 damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
□□□□□Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	RSRD:SpellsH-L
[V, S, F/DF] TARGET: One humanoid creature; EFFECT: Paralyzes one humanoid for 7 rounds. [SR:Yes; DC:14, Will negates; see text]					
□□□□□Shatter	Evocation [Sonic]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsS
[V, S, M/DF] TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:14, Will negates (object); Will negates (object) or Fortitude half; see text]					
□□□□□Tongues	Divination	1 standard action	70 minutes	Touch	RSRD:SpellsT-Z
[V, M/DF] TARGET: Creature touched; EFFECT: Speak any language. [SR:No; DC:14, Will negates (harmless)]					

LEVEL 3 / Per Day:0 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□Clairaudience/Clairvoyance	Divination (Scrying)	10 minutes	7 minutes [D]	Long (680 ft.)	RSRD:SpellsC
[V, S, F/DF] TARGET: Magical sensor; EFFECT: Hear or see at a distance for 7 minutes. [SR:No]					
□□□□□Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: Cancels magical spells and effects. [SR:No]					

* =Domain/Specialty Spell

Character: **Lorien Mornyano**
Player: **Originally (Blackrat) Then (Trogdor1992); now a NPC**

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
Created using [PCGen](#) v6.08.00 RC8 on Apr. 26, 2021 at 11:16:27 a.m.

Level:7 (CR:7)
Page 4

Lorien Mornyano

Silver Elf

RACE

131

AGE

Male

GENDER

Low-Light Vision

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

120 lbs.

WEIGHT

Green

EYE COLOUR

Light/pale (delicate tones)

SKIN COLOUR

Silver, Medium length

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Lake Silverleaf

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Lorien is a soft spoken elf, with the manners of a noble contrasted by the confidence of a warrior. He stands quite tall for an elf, being 5'7" and weighs around 120 lbs. His skin has taken a soft tan from the years on the road but his silvery hair and bright green eyes effectively reveal his heritage.

Biography:

A nobleborn from Silverleaf, Lorien only knew the life of song and joy when growing up. Swordplay was sport to him and the bow was an instrument of beauty, not of war. But childhood never lasts long, and the content life of court became boring for the young elf who wanted to see the distant lands he had heard tales of. He journeyed far and wide and for a while settled with the wild cousins of Silver Elves living on the north edges of the Great Forest. There he truly learned what it meant to use the bow. Decades of life on the road has roughed the soft youth off of Lorien, and he is a hardy adventurer now, but his manners still speak of noble upbringing.