

# Selevar Miar

NAME  
**Ftr3** 4582  
 CLASS EXPERIENCE  
**3** 6000  
 Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	15	+2	15	+2	15	+2
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	9	-1	9	-1	9	-1
<b>CHA</b> Charisma	12	+1	12	+1	12	+1
<b>LUC</b> Luck	15	+2	15	+2	15	+2
<b>CML</b> Comeliness	11	+0	11	+0	11	+0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+3	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+0	+1	-1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+6	+3	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+5	+3	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d3+2	20/x2

Silvered Sword	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	S	M	19-20/x2
TOTAL ATTACK BONUS	+6			
DAMAGE	1d8+2			
Special Properties	Silver, (Longsword)			

Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	S	19-20/x2
To Hit	30'	80'	160'	240'
	+6	+6	+4	+2
Dam	1d8	1d8	1d8	1d8
Special Properties				

Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	T	19-20/x2
TOTAL ATTACK BONUS	+5			
DAMAGE	1d4+2			
To Hit	10'	20'	30'	40'
	+6	+4	+2	+0
Dam	1d4+2	1d4+2	1d4+2	1d4+2
Special Properties				

ARMOR

	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather	Light	+3	+5	-1	15

# T. Hesel

PLAYERNAME  
**Elf** Medium  
 RACE SIZE  
**110** Male  
 AGE GENDER

DEITY  
**5' 1"** 130 lbs.  
 HEIGHT WEIGHT  
**Blue** Silver, Ponytail  
 EYES HAIR

ALIGNMENT  
**Neutral Good**  
 VISION  
**Low-light, Normal**  
 POINTS  
**-109**

HP hit points **25**

AC armor class **16**

INITIATIVE modifier **+7**

BASE ATTACK bonus **+3**

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED **Walk 20'**

TOTAL FLAT TOUCH = BASE

ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE

ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST

INITIATIVE modifier **+7** = **+3** + **+4**

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus **+3**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3 MISC MODIFIER
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	0	= 3	+	-3
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	2	= 2	+ 3.0	-3
✓ Concentration	CON	1	= 1	+	+
✓ Craft (Leatherworking)	INT	5	= 1	+ 4.0	+
✓ x Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	0	= 3	+	-3
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	-1	= -1	+	+
✓ Hide	DEX	0	= 3	+	-3
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	2	= 2	+ 3.0	-3
✓ Listen	WIS	1	= -1	+	2
✓ Move Silently	DEX	0	= 3	+	-3
✓ Perform	CHA	2	= 1	+ 1.0	+
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	5	= 1	+ 2.0	2
✓ Sense Motive	WIS	-1	= -1	+	+
✓ Spot	WIS	2	= -1	+ 1.0	2
✓ Swim	STR	-13	= 2	+	-15
✓ Use Rope	DEX	3	= 3	+	+
✓ Wilderness Lore	WIS	-1	= -1	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. x : exclusive skills

<b>*Longsword</b>	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+6	1d8+2			
Special Properties				

<b>Quarterstaff</b>	CURRENT HAND	TYPE	SIZE	CRITICAL
	Not Carried	B/B	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+5	1d6+3			
Special Properties				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>40.52 lbs., 1 Chalk (1 piece), 1 Whetstone, 1 Hammer, 1 Piton, 57 Coin (Gold), 7 Coin (Copper), 137 Coin (Silver), 1 Silvered Sword, 1 Climber's Kit, 1 Flint and Steel, 1 Grappling Hook, 1 Oil (1 Pt. Flask), 1 Outfit (Traveler's), 8 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Soap (Per Lb.)</small>	Equipped	1	2.0	2.0	
Silvered Sword <small>Silver, (Longsword)</small>	Backpack	1	4.0	15.0	
Bolt, Crossbow <small>□□□□□ □□□□□ □</small>	Carried	11	0.1	0.1 (1.1)	
Chalk (1 piece)	Backpack	1	0.0	0.01	
Climber's Kit	Backpack	1	5.0	80.0	
Crossbow, Light <small>0 lbs.</small>	Carried	1	6.0	35.0	
Dagger	Carried	2	1.0	2.0 (4.0)	
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Hammer	Backpack	1	2.0	0.5	
Longsword	Equipped	1	4.0	15.0	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
Outfit (Traveler's)	Backpack	1	5.0	0.0	
Piton	Backpack	1	0.5	0.1	
Pouch (Belt) <small>0.98 lbs., 49 Coin (Silver)</small>	Equipped	1	0.5	1.0	
Quarterstaff		1	4.0	0.0	
Rations (Trail/Per Day)	Backpack	8	1.0	0.5 (4.0)	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Soap (Per Lb.)	Backpack	1	1.0	0.5	
Studded Leather	Equipped	1	20.0	25.0	
Waterskin <small>0 lbs.</small>	Carried	1	0.0	1.0	
Whetstone	Backpack	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			77.1	196.33	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
Coin (Gold): 57	[Backpack]
Coin (Silver): 137	[Backpack]
Coin (Silver): 49	[Pouch (Belt)]
Coin (Copper): 7	[Backpack]
Total = 75.67 gp	

SPECIAL ABILITIES	
+2 racial saving throw bonus against Enchantment spells or effects	
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 the door	
Immunity to magic sleep spells and effects	

FEATS	
Cleave	:If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity.
Improved Initiative	The character gets a +4 bonus on initiative checks.
Power Attack	On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls.
Weapon Focus (Longsword)	The character adds +1 to all attack rolls the character makes using the selected weapon.
Armor Proficiency (Heavy)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES	
Armor Spikes, Axe, Axe (Throwing), Battleaxe, Battlepick (Gnome/Martial), Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Light), Fullblade (Martial), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kusari-gama, Lance, Longbow, Longbow (Composite), Longspear, Longsword, Mace, Mace (Heavy), Mind Blade, Morningstar, Pick, Quarterstaff, Ranseur, Rapier, Ray, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Common, Elven, Literacy	

# Selevar Miar

Elf
RACE
110
AGE
Male
GENDER
Low-light, Normal
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 1"
HEIGHT
130 lbs.
WEIGHT
Blue
EYE COLOUR
Tan
SKIN COLOUR
Silver, Ponytail
HAIR
PHOBIAS
Curiosity, Impatience
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
Corsica City
RESIDENCE
Corsica
LOCATION
None
REGION

## Description:

Selevar is tallish for an elf, and muscular as elves go, although humans probably would mistake him as being frail as any other elf. He has striking blue eyes, long silver hair (down to the bottom of his shoulder blades) that he keeps pulled back in a loose braid, and skin that is bronzed from many, many years in the sun. Selevar is friendly and kind, and is considered to be quite attractive by most humans and elves., Selevar is quick footed and spry. He also is quick minded, not always in a good way. He frequently speaks and/or acts before thinking, which has landed him in trouble in his past. Selevar is a hard and honest worker, but can be distracted easily, and can appear to lack concentration, sometimes causing him to miss small details.

## Biography:

"Son, if I didn't know better, I'd swear you were a Human child! When are you going to learn patience?" For over 110 years, that had been the recurring question asked of Selevar Miar by his parents, Lial and Aust. Since learning to walk, Selevar has been curious, much too curious for his parents' liking. While well educated, he prefers to learn by doing. In his eagerness to learn, he has regularly "leaped" before he has "looked", which has gotten him into a lot of trouble.

Selevar worked with his father, a leatheworker, from the time he could pick up the appropriate tools. He was reasonably skilled, even at an early age, but lacked the commitment to see many projects through to the end. At age 25, his parents pushed Selevar into artistry, in the hopes of teaching him patience. However, because of his nature, he would only stay with a master for a few years before being dismissed. Until the time he left home at age 50, his parents kept moving him from one master artist to another, each one more reluctant than the last to take him, each one asking more money than the last to put up with the restless boy. He gained a reputation for his rashness among the townsfolk, and earned the nickname "Drenwendl", which sounds a lot like "busy hands" in the Elvin dialect.

After leaving home, he apprenticed for 30 years with renowned ranger Falldemil. He always loved animals, and desired to become one of the elite forest protectors. However, animals fear him (probably because of his curiosity and impatience). Additionally, Selevar could never master the disciplines to wait and watch a situation to see how it would develop. If a situation were to develop, he would jump in with sword flashing, only to find that mediation might have saved himself some cuts and bruises. Selevar was ultimately dismissed because of his impatience and aggression.

Selevar was apprenticed to Falldemil at the time of the great Fallon Mountains eruptions. Though his youth and inexperience kept him out of the heart of the danger during those long months, Selevar did accompany the Fallon Mountain rangers and druids (known throughout the area as the Fallon Mountain Protectors, or simply "The Protectors") on several missions to evacuate towns and creature-inhabited areas. On one occasion, toward the end of the eruptions, Selevar was given a solo mission to evacuate a small human settlement that the rangers felt would be directly in the path of pyroclastic flow. He was proud of his assignment, and was certain that this mission meant that Falldemil and the others had finally accepted him as a valuable member of the Protectors. Selevar's instructions were to move the humans to safety, help them set up a temporary settlement, then meet back in Amascheron in 10 days. Selevar returned to Amascheron bubbling with pride and stories to tell his comrades. However, he was struck speechless when he arrived at the Protectors' outpost. Every senior member of the Protectors, every ranger and druid, looked like they had been through a meat grinder. All of them were beaten and bruised, battered and bloodied. He found that the other apprentices had been given solo missions as well, and got the impression that the groups senior members had known of some impending horrible doom, and tried to spare the neophytes a grizzly fate. However, try as he might, Selevar couldn't get any information out of the Protectors regarding what had happened, not even from Falldemil. The only clue to the events that happened is a statue of a giant bear standing on a tree stump that the Protectors requested be erected in Amascheron. The Protectors have never spoken about the incident since, at least not to anyone outside the circle of heroes who were there.

At the tender young age of 100, Selear moved to Corsica City. To make ends meet, he works in a leatherworking shop. He is a hard worker, and turns out quality goods for the shop's proprietor, Mr. Madden. However, he lives for his days off, when he can roam the countryside looking for adventure and fame. If he thought he could make a decent living just adventuring, he would do it in a heartbeat. Unfortunately, he has yet to find a group to join. But, he keeps watching, waiting and hoping. Who knows what the future will bring????

## Notes:

### Character Sheet Notes:

#### Family:

Family: Aust Miar - Father (210), Lial Miar (Oryn) - Mother (209), Farrin Dweld (Miar) - Sister (122), Krillin Miar - Brother (99) Extended Family: Father's Side: Tien Miar - Grandfather (335), Jarre Miar (Rigen) - Grandmother, Deceased Llewyn Ypsel (Miar) - Aunt (210) (Aust's twin sister), Norren Ypsel - Uncle (225) Tien Ypsel - Male Cousin (119), Lial Ypsel (Cyll) - Tien's wife (100) Mother's Side: Ren Oryn - Grandfather (310), Fae Oryn (Dern) - Grandmother (313) Trel Oryn - Uncle (225) Kryttec Oryn - Uncle (201), Fae Oryn (Jass) - Aunt (182) Ren Oryn - Male Cousin (103), Merron Oryn (Dweld) - Ren's wife (105) also Farrin's sister-in-law Ren Oryn (Junior) - Ren and Merron's son (1) In-laws: Norren Dweld - Brother-in-law (130), married to Farrin, brother of Merron Oryn Yugi Dweld - Niece (6), Aieka Dweld (1) Niece Myhoshi Ilder - Engaged to Krillin (90)

#### Hometown Description:

Amascheron is an elven village in the western arm of the Fallon Mountains. It is the central point of elven culture in the Corsica region, with around 500 citizens in the city proper, and numerous smaller settlements within a half day's march. Amascheron is well known for its highly skilled artisans and craftsmen, with sculpture, leather works, and eccentricities, magical and non-magical, being among its chief industries. Amascheron was nearly destroyed during the Great Fallon Mountain Eruptions of 1350. Although the city was spared the ash, lava, and gasses that plagued other parts of Corsica, Amascheron was rocked by earthquakes which created great crevasses running throughout the town. The townsfolk were evacuated several days before the quakes began by the Protectors, but have spent much of the 51 years since repairing the damage.

#### Extra HPs:

2 for Lev 3