

# Character Sheet of Wendy Joy Bottomsup

*Favoured Soul 5 of Ehlonna*      *Human*      *M*      *5'3"*      *110 lbs*  
 CLASS      RACE      SIZE      HEIGHT      WEIGHT

*5*      *23*      *Female*      *Blue*      *Blonde*      *NG*  
 LEVEL      AGE      GENDER      EYES      HAIR      ALIGN

*Speaks: Common, Elvish, Gnomish, Dwarvish, Undercommon*

*Ability      Score      Modifier*

|                                   |           |           |
|-----------------------------------|-----------|-----------|
| <i>STR</i><br><i>Strength</i>     | <i>16</i> | <i>+3</i> |
| <i>DEX</i><br><i>Dexterity</i>    | <i>18</i> | <i>+4</i> |
| <i>CON</i><br><i>Constitution</i> | <i>10</i> | <i>+0</i> |
| <i>INT</i><br><i>Intelligence</i> | <i>14</i> | <i>+2</i> |
| <i>WIS</i><br><i>Wisdom</i>       | <i>10</i> | <i>+0</i> |
| <i>CHA</i><br><i>Charisma</i>     | <i>16</i> | <i>+3</i> |

|   |              |                                   |              |             |                |                       |                |             |             |
|---|--------------|-----------------------------------|--------------|-------------|----------------|-----------------------|----------------|-------------|-------------|
| <i>HP</i><br><i>Hitpoints</i>           | <i>26</i>    | <i>Wounds / Current Hitpoints</i> |              |             |                | <i>Subdual Damage</i> |                |             |             |
| <i>AC</i><br><i>Armor Class</i>         | <i>19</i>    | <i>15</i>                         | <i>14</i>    | =           | <i>10</i>      | <i>5</i>              | <i>4</i>       | <i>0</i>    | <i>0</i>    |
|   | <i>Total</i> | <i>Flat</i>                       | <i>Touch</i> |             | <i>Base</i>    | <i>Armor</i>          | <i>Ability</i> | <i>Size</i> | <i>Misc</i> |
| <i>Initiative</i><br><i>Modifier</i>    | <i>+4</i>    |                                   | =            | <i>+4</i>   | <i>+0</i>      |                       |                |             |             |
|   | <i>Total</i> |                                   |              | <i>Dex</i>  | <i>Misc</i>    |                       |                |             |             |
| <i>Fortitude</i><br><i>Constitution</i> | <i>+4</i>    |                                   | =            | <i>+4</i>   | <i>+0</i>      | <i>+0</i>             | <i>+0</i>      | <i>+0</i>   |             |
|   | <i>Total</i> |                                   |              | <i>Base</i> | <i>Ability</i> | <i>Magic</i>          | <i>Epic</i>    | <i>Misc</i> |             |
| <i>Reflex</i><br><i>Dexterity</i>       | <i>+8</i>    |                                   | =            | <i>+4</i>   | <i>+4</i>      | <i>+0</i>             | <i>+0</i>      | <i>+0</i>   |             |
|   | <i>Total</i> |                                   |              | <i>Base</i> | <i>Ability</i> | <i>Magic</i>          | <i>Epic</i>    | <i>Misc</i> |             |
| <i>Willpower</i><br><i>Wisdom</i>       | <i>+4</i>    |                                   | =            | <i>+4</i>   | <i>+0</i>      | <i>+0</i>             | <i>+0</i>      | <i>+0</i>   |             |
|   | <i>Total</i> |                                   |              | <i>Base</i> | <i>Ability</i> | <i>Magic</i>          | <i>Epic</i>    | <i>Misc</i> |             |

|                                       |              |   |             |             |             |             |             |               |                 |
|---------------------------------------|--------------|---|-------------|-------------|-------------|-------------|-------------|---------------|-----------------|
| <i>Melee</i><br><i>Attack Bonus</i>   | <i>+6</i>    | = | <i>+3</i>   | <i>+3</i>   | <i>0</i>    | <i>0</i>    | <i>0</i>    |               |                 |
|                                       | <i>Total</i> |   | <i>Base</i> | <i>Stat</i> | <i>Size</i> | <i>Epic</i> | <i>Misc</i> |               |                 |
| <i>Ranged</i><br><i>Attack Bonus</i>  | <i>+7</i>    | = | <i>+3</i>   | <i>+4</i>   | <i>0</i>    | <i>0</i>    | <i>0</i>    |               |                 |
|                                       | <i>Total</i> |   | <i>Base</i> | <i>Stat</i> | <i>Size</i> | <i>Epic</i> | <i>Misc</i> |               |                 |
| <i>Grapple</i><br><i>Attack Bonus</i> | <i>+6</i>    | = | <i>+3</i>   | <i>+3</i>   | <i>0</i>    | <i>0</i>    | <i>0</i>    |               |                 |
|                                       | <i>Total</i> |   | <i>Base</i> | <i>Stat</i> | <i>Size</i> | <i>Epic</i> | <i>Misc</i> |               |                 |
| <i>Unarmed</i><br><i>Attack Bonus</i> | <i>+6</i>    | = | <i>+3</i>   | <i>+3</i>   | <i>0</i>    | <i>0</i>    | <i>0</i>    | <i>Damage</i> | <i>Critical</i> |
|                                       | <i>Total</i> |   | <i>Base</i> | <i>Stat</i> | <i>Size</i> | <i>Epic</i> | <i>Misc</i> | <i>1d2+3</i>  | <i>20/x2</i>    |

|   |               |               |              |                 |                 |
|---|---------------|---------------|--------------|-----------------|-----------------|
| <i>Composite Longbow</i><br><i>+ 1, STR+3</i> | <i>+9</i>     | <i>1d8+4</i>  | <i>110'</i>  | <i>20(x3)</i>   | <i>piercing</i> |
|   | <i>Attack</i> | <i>Damage</i> | <i>Range</i> | <i>Critical</i> | <i>Damtype</i>  |

| Skill name         | Ability | Skill Modifier | Ability Modifier | Ranks | Misc Modifier | Skill name           | Ability | Skill Modifier | Ability Modifier | Ranks | Misc Modifier |
|--------------------|---------|----------------|------------------|-------|---------------|----------------------|---------|----------------|------------------|-------|---------------|
| Appraise           | INT     | 2              | =                | 2     | 0             | Knowledge (Nature)   | INT     | 2              | =                | 2     | 0             |
| Balance            | DEX     | 4              | =                | 4     | 0             | Knowledge (Religion) | INT     | 2              | =                | 2     | 0             |
| Bluff              | CHA     | 3              | =                | 3     | 0             | Listen               | WIS     | 0              | =                | 0     | 0             |
| Climb              | STR     | 3              | =                | 3     | 0             | Move Silently        | DEX     | 4              | =                | 4     | 0             |
| Concentration      | INT     | 2              | =                | 2     | 0             | Profession cook      | WIS     | 8              | =                | 0     | 8             |
| Decipher Script    | INT     | 2              | =                | 2     | 0             | Ride                 | DEX     | 4              | =                | 4     | 0             |
| Diplomacy          | CHA     | 11             | =                | 3     | 8             | Search               | INT     | 2              | =                | 2     | 0             |
| Disguise           | CHA     | 3              | =                | 3     | 0             | Sense Motive         | WIS     | 8              | =                | 0     | 8             |
| Escape Artist      | DEX     | 4              | =                | 4     | 0             | Spellcraft           | INT     | 2              | =                | 2     | 0             |
| Forgery            | INT     | 2              | =                | 2     | 0             | Spot                 | WIS     | 0              | =                | 0     | 0             |
| Gather Information | CHA     | 3              | =                | 3     | 0             | Survival             | WIS     | 0              | =                | 0     | 0             |
| Heal               | WIS     | 8              | =                | 0     | 8             | Swim                 | STR     | 3              | =                | 3     | 0             |
| Hide               | DEX     | 4              | =                | 4     | 0             | Tumble               | DEX     | 4              | =                | 4     | 0             |
| Intimidate         | CHA     | 3              | =                | 3     | 0             | Use Magic Device     | CHA     | 3              | =                | 3     | 0             |
| Jump               | STR     | 3              | =                | 3     | 0             | Use Rope             | DEX     | 4              | =                | 4     | 0             |
| Knowledge (Arcana) | INT     | 2              | =                | 2     | 0             |                      |         |                |                  |       |               |

### Feats and Abilities

|                      |                           |                  |   |
|----------------------|---------------------------|------------------|---|
| Deity's Weapon Focus | +1 to attack with longbow | Point Blank Shot | +1 bonus to attack & damage with ranged weapons on targets within 30' |
| Energy resistance    | Resistance 10 vs cold     | Precise shot     | You can fire into melee without the usual -4 penalty.                 |

|              | 0 <sup>th</sup> | 1 <sup>st</sup> | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Spells/day   | 6               | 7               | 5               |                 |                 |                 |
| Spells Known | 6               | 5               | 3               |                 |                 |                 |

### Level 0

*Create Water*

*Cure minor wounds*

*Detect Magic*

*Guidance*

*Mending*

*Purify food and drink*

*Conjure 2 gallons/level of pure water.*

*Cure 1 point of damage with positive energy.*

*See the magic aura of a spell or item.*

*Subject can designate one attack roll, saving throw or skill check to get +1 competence bonus (1m/lvl)*

*Repairs object.*

*Purifies 1 cubic foot of food/water per level.*

### Level 1

*Endure Elements*

*Cure light wounds*

*Comprehend languages*

*Bless*

*Divine favour*

*Touched subject takes no harm from being in heat from -50 to 140 Fahrenheit (24 hours).*

*Cures 1d8+5 points of damage with positive energy.*

*Understand all spoken and written languages of the person/object touched.*

*All allies within a 50' radius gain +1 morale bonus to attack and saves vs fear.*

*Caster gains +1/3 levels luck bonus to attack and damage rolls.*

### Level 2

*Cure moderate wounds*

*Elation*

*Divine insight*

*Cures 2d8+level points of damage.*

*All allies within 80' radius get +2 morale bonus to str and dex, and +5' movement.*

*As an immediate action, caster takes 5+caster level insight bonus on single skill check (1hour/level).*

## Item List

|     |  |         |
|-----|--|---------|
| 1χ  | <i>mithral chain shirt+1</i>   | 2100 gp |
| 1χ  | <i>composite longbow +1, str+3</i>   | 2700 gp |
| 1χ  | <i>Quall's feather token-fan (25 mph breeze (propel one ship for 8 hours) (single use)</i>             | 200 gp  |
| 1χ  | <i>Everbright lantern (bright light in 60' cone, shadowy illumination in 120' cone).</i>               | 212 gp  |
| 2χ  | <i>Quall's feather token-oak (becomes 60' tall oak) (single use)</i>                                   | 200 gp  |
| 2χ  | <i>Source token (grey marble with moving shadows) (as summon monster 3 for 10 rounds) (single use)</i> | 750 gp  |
| 1χ  | <i>Vestment of many styles (change clothes material and style, +2 to disguise)</i>                     | 500 gp  |
| 1χ  | <i>Hand of the mage (mage hand at will)</i>  | 900 gp  |
| 1χ  | <i>Headband of performing (prestidigitation at will)</i>   | 900 gp  |
| 1χ  | <i>Winterblanket</i>   |         |
| 1χ  | <i>Scrollcase</i>  |         |
| 1χ  | <i>Dagger</i>  |         |
| 2χ  | <i>Explorer outfit</i>   |         |
| 1χ  | <i>Rope (50', silk)</i>  |         |
| 1χ  | <i>Waterskin</i>   |         |
| 1χ  | <i>Flint &amp; steel</i>   |         |
| 1χ  | <i>Whetstone</i>   |         |
| 5χ  | <i>Dry rations</i>   |         |
| 2χ  | <i>Quiver</i>  |         |
| 80χ | <i>Arrow</i>   |         |

*Finances: 500 gp*