



Full Name	Fânriuell	Guild/Order/Sect	Ecolu ahn Betwa ren Verane
Aliases/Nicknames	Fawn	Clan/Racial Specifics	Gray Elf
Liege/Patron/Deity	Mahgdoleina Ahx	Birthdate	13th of Coldwind
<b>Experience Points</b>	Warrior <b>8,500 xp (Next - 12000)</b>	Rogue <b>5,000 xp (Next - 8500)</b>	Wizard <b>11,139 xp (Next - 15000)</b>
<b>Physical Description</b>		<b>Personality/Demeanor</b>	
Small and on the slight side, even for a high elf of her youth, her oversized glasses (merely cosmetic) and soft features imply the look of an over studious library mouse. She prefers to wear fairly basic trousers and tunic (though high quality) belted at the waist. These simple lines are broken by numerous pockets & pouches keeping her tools close at hand. This is also part of her reasoning in wearing her hair short in an easy to care for bob, a highly rare style for an Oelvei Edeilaas. Her hair is an abysally blackish purple and behind the lenses of her glasses, silvery eyes of intent		Exceptionally intelligent, but aware that quiet observation is the key to better understanding of all situations. She is persistently in search of new secrets to uncover and likes to avoid direct confrontation, as she has found shoving a bully down the stairs in the dark is much more effective and satisfying in the end. She is a little obsessive/compulsive and definitely stubborn. She has a wee bit of a drinking problem, but don't ever try to call her out on that!	
<b>Brief Personal History</b>			
Born in Lothlorien, the seat of elven tradition, history and from Fânriuell's perspective, stiffness and controls against creative thinking, Fan was itching to run away from around the time of her first self controlled conscious thought. She began as all young, promising elves in school, learning the ancient ways, for Fawn, in a school for girls. Endless hours of study in libraries, slow paced absorbtion of lessons via osmosis and the "mean girl" nature of the school did not suit Fânriuell and she sought an exit plan at an early age.			
<b>Family/Relatives</b>			
TBD	<b>Friends/Allies</b>		<b>Enemies/Rivals</b>
	Mahgdoleina Ahx - Emerald Sky sorceress	Daourthie of Kansay - student rival	
		Kashtarhak, the Voice of Chaos - rakshasa	
<b>Race/Class Special Abilities &amp; Powers</b>	<b>Miscellaneous Notes</b>		<b>Armor/Defensive Summary</b>
<i><b>Gray Elf Racial Abilities</b></i>	Mana General Pool <b>15</b>	Base Armor Type	HQ Studded Leather
Nightvision (300 feet)	Enchantment <b>9</b>	Piece/Modifier	
Less Sleep (need only 4 hours for full rest)	After 1hr settling regain 3 mana/hr	Piece/Modifier	
Magic Sight (see into the magic spectrum)		Piece/Modifier	
Enhanced Mana Pool (+1/lvl mana)		Piece/Modifier	
Awareness (surprised only 1 in 8)		<b>Defensive Modifiers/Notes</b>	
Minor Charm Resist (30% immunity)			
Inherent Immunity: Cold			
<i><b>Warrior Abilities</b></i>			
Defense Bonus (+2 DEF)			
Two Weapon Defense (+2 DEF when defending)		<b>Equipment/Magic Items</b>	
Combat Reflexes (-4 bonus on initiative rolls)		the Gun - +1 elemental projector	
Toughness (+3hp; +1hp/warrior HD)		Emerald Sky Optics - infra, xray and micro	
Guarded Stance (½ lvl added to DEF)	<i><b>Wizard Abilities</b></i>	Mahgdoleina's Timepiece - magical time trace	
<i>Strength Surge (+4 Muscle for lift/push)</i>	Magical Aptitude (+25% to skills; reroll DM)	Cloak of Comfort - keeps wearer warm & dry	
<i>Power Lifter (double muscle for lifting weights)</i>	One Handed Spellcasting	Avenger's Umbrella +1 - Feather Fall at will	
	Increased Hit Die (d8 for HP gains)	Necklace of Non-Detection	
		Gatewatcher Locator Crystal	
<i><b>Rogue Abilities</b></i>	<i><b>Ecolu ahn Betwa ren Verane Powers</b></i>	2 vials of Illithid biotic fluid	
Diligent (+25% to skills; reroll fail DM)	Reduce Self: Lesser 3/day	Sapphire POW - 3 Gem	
Investigator (+25% to skills; reroll fail DM)		1 POW slotted w/Acid Arrow	
Deft Hands (+25% to skills; reroll fail DM)		1 POW slotted w/Speak w/Astral Traveler	
On Guard (never surprised; retain bonuses)			
Acrobatic (+25% to skills; reroll fail DM)	<b>+15cp Wizard Powers</b>		
<i>Ledge Walker (full speed move in tight footing)</i>			
	Monthly Upkeep = 0 SC (food/drink/ent)		
<i><b>General Abilities</b></i>	<b>Money/Valuables</b>		
Highly Skilled (+10PP; gain +10% on these skills)			
Highly Skilled (+10PP; gain +10% on these skills)	HQ Alexandrite (Value ??)		
Skill Focus: Move Silent, Hide Shadow, Blindfight			
<i>Skill Focus: Tumbling, Climbing, Jumping</i>	Monthly Income - 0 Silver (0)		

## Fânruïell Items

**The Gun:** a magically infused contraption that looks and operates similar to an arquebus, but having a 9 barrel projectile shooting apparatus. The gun may be dialed into any tangible elemental type (fire, ice, acid or electricity) when the weapon begins its overnight charging process. Each barrel can be fired individually or collectively in such a manner of a shotgun blast. Each projectile causes a d4 damage plus an additional d4 elemental damage (which can cause extra damage if the targets are susceptible; DM). However, it generally takes 8 hours for the projectiles to regenerate magically, thus each barrel can usually only be shot once per 8-hour period (DM) – a “chaos” setting has now been added from the chaos orb’s influence, using chaos initiates a chaos feature roll in addition to the damage roll (effects vary)



**Emerald Sky Optics:** a magically empowered set of goggles which provide infra-vision at will in a 60-foot range, as well as two specialized optics, one which provides x-ray vision in a 10-foot range and a second which provides microscopic vision in a 1-foot range. The goggles are virtually indestructible despite their relatively fragile appearance



**Mahgdoleina’s Timepiece:** a magic “watch” effectively which keeps time down to the 100<sup>th</sup> of a second, tracks the shifting sunrise and sunset times as well as various astrological movements (DM). Additionally has a function of a stopwatch, alarm that can be set to desired parameters and similar time tracking elements. Finally, the timepiece may also follow one additional time pace desired by the wearer (i.e. – if venturing into the Astral plane, may keep both Prime Material and Astral time, noting the pace/differences between the two). Despite its fragile appearance, it is virtually indestructible



**Cloak of Comfort:** an elven style magic cloak which protects the wearer from normal elements (rain, wind, snow) and keeps their person in a relative comfort zone (generally 60-80 degrees F) despite the ambient temperature unless that temperature far exceeds normal ranges (i.e. – below -50 degrees or above 150 degrees F)



**The Avenger’s Umbrella +1:** a magic umbrella that can be used defensively to parry blows with a +4 to parry rolls and can open to provide normal protection from the elements as well as being able to activate a Feather Fall per the spell at will (DM)

### Feather Fall

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	10 ft cube
Save	Negates (Fort)	School	Transmutation (Alteration)/Abjuration/Air

Causes objects in the area of effect to assume the mass of a piece of down. This slows falling or projectile rates to 10ft/melee (100ft/round) and affects up to 200 lbs + 200 lbs/level. The casting of the spell requires a verbal command only and unwilling creatures gain a saving throw

**Flawless Sapphire:** a perfect cabochon cut large sapphire approximately ¾ of an inch in diameter that is a 3 POW gem. Currently there is a single spell slotted that is not a spell in the casting repertoire of any other team member: Acid Orb



### Acid Orb

Range	30 feet	Duration	Special
Casting Time	1	AOE	5 foot radius splash
Save	Half Damage (Reflex)	School	Summoning/Water

Summons a small orb made of thin glass and filled with acid to the caster’s hand. The orb may be held for up to 1 round (5 minutes) and thrown anywhere in range as a grenade missile attack. Upon landing the orb bursts spraying acid on all creatures in the target hex and the surrounding hexes causing d3 +1 point of damage/2 levels to all creatures (+4 damage)

## Speak with Astral/Ethereal Traveler

Range	0	Duration	1 round/level
Casting Time	1 round	AOE	Creature touched
Save	None	Sphere	Dimensional

This spell allows the priestess to communicate with any creature who is in either Astral or Ethereal form and near the border of the plane which they are currently on. Additionally, the priestess may communicate with an Astrally or Ethereally projected individual, regardless of distance if the body is available to be touched. A bordering spirit must be detected by some means first, otherwise the priestess simply touches the body of a projected individual and may communicate telepathically

**Necklace of Non-Detection:** a simple chain necklace that can be hidden away on one's person that protects the wearer as a permanent Non-Detection spell – Cloaks the target from detection by scrying and other divination means. If a divination attempt is made, the caster of the Non-Detection spell must save and if successful, the divination attempt fails

**Gatewatcher Locator Crystal:** a simple, triclinic clear crystal roughly 3 inches long that will automatically hone in on the shortest route through the planes to the Gatewatcher blade

## Fânriell Info

### Ecolu ahn Betwa ren Verane (Enchantment/Alteration Magics)

A hybrid meta-magic being tested by Mahgdoleina Ahx blending advantages of enchantment magic with selected abjuration and transmutation magic to provide foci enhanced magic. Guided by the exceptional intellect and experimental guiding of Fânriell's magical aptitude and her creation of special foci, this is a foray into a potential new school

*Admittance to the School:* To gain entrance to the line, a prospective student must be hand selected by an existing master. The prospect must show considerable logic and intuition

*Ability Requirements:* Must meet all admittance requirements and must additionally have a minimum Intuition of 14 and minimum Reason of 14

*Oppositional Spheres:* Necromancy and Abjuration

## Fânriell Wizard Spells

### Minor Sphere Magic

#### 1<sup>st</sup> Level Spells (16 of 16)

##### Absorb Elements: Lesser

Range	0	Duration	1 round/level
Casting Time	1 melee	AOE	Object held
Save	None	School	Transmutation (Alteration)/Abjuration

Allows the mage to absorb the elemental power of certain types of attacks, spells or phenomena (DM) and empower the object to release that energy in another fashion. Damage for the incoming attack is reduced by 1 point per die (min 1) and the energy is absorbed into the weapon or object. This is converted into a d6/2 wizard levels worth of energy (though does not have to be expelled as damage; DM) (maximum 6d6). Low quality items must save at DC15, normal quality items must save at DC8. A failed save results in a small explosion (5 foot radius) releasing the damage to all in the AOE, high quality or better items do not need to save

##### Adhere Cantrip

Range	Touch	Duration	1 hour/level
Casting Time	1 round	AOE	1 inch cube/level object
Save	None	School	Enchantment

Allows the mage to temporarily bond the effect of a cantrip to an object for the duration

##### Affect Normal Fires

Range	5 yards/level	Duration	2 rounds/level
Casting Time	1	AOE	2 foot/level radius fire
Save	None	School	Transmutation (Alteration)/Fire

Allows the mage to enlarge or reduce non-magical flames from the size of a torch up to the area of effect and control the brightness from mere coals to double the source's original illumination

##### Arcane Weapon: Lesser

Range	Touch	Duration	1 melee/level
Casting Time	1	AOE	Weapon held
Save	None	School	Enchantment

Allows the mage to empower his held weapon with one of these types of enchantments (arcane, acid, electricity, fire, ice or poison) allowing the weapon to cause an extra d6 damage per attack for the duration (this can be doubled in certain cases related to a target's vulnerability; DM)

##### Change Self

Range	0	Duration	1 turn/level
Casting Time	1	AOE	Caster
Save	Disbelieve (Will)	School	Transmutation/Illusion

Allows the caster to alter his appearance, including clothing and equipment. Can be up to one foot shorter or taller, thin or fat, but must be generally man-shaped and bipedal

## Conjure Tool

Range	Touch	Duration	1 hour/level
Casting Time	1 round	AOE	One small tool
Save	None	School	Summoning (Conjuration)

Allows the caster to summon a small tool to his hand for use for the duration. The item must be a standard, non-specialized tool (unless the caster has appropriate craft skills) such as a hammer, chisel, fork, etc. (DM) and vanishes at the end of the duration

## Divining Rod

Range	Touch	Duration	1 turn/level
Casting Time	1 round	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination/Enchantment

Transforms a normal stick or similar object into a divining rod that can detect mundane objects of the general type desired by the caster (i.e. - may locate fruit, metals, water, etc.; DM)

## Feathery Flyer

Range	0	Duration	1 round/level
Casting Time	1	AOE	Caster
Save	None	School	Transmutation

Summons a feathery membrane under the caster's arms, extending to his feet allowing him to glide from a height. Movement rate is 20 mph or 1 hex/4 segs and the caster can glide up to 5 feet horizontally for each vertical foot of the takeoff point. The caster may carry up to his maximum weight allowance along with him, more than this causes the spell to fail on takeoff

## Fire Burst

Range	5 yards/level	Duration	Instant
Casting Time	1	AOE	10 foot radius
Save	Negates (Reflex)	School	Evocation/Fire

Allows the mage to cause any non-magical fire in range to flash and shoot forth bolts of fire causing 1 point/level damage (maximum 15 HP) to all those within 10 feet of the fire. No damage is taken if the saving throw is made

## Fist of Stone

Range	0	Duration	1 round/level
Casting Time	1	AOE	Caster's hand
Save	None	School	Transmutation/Earth

Transforms one of the caster's hands into flexible stone which can function normally. The hand has an effective muscle of 20 for the duration and punches do 1d6 + 6 damage

## Glue: Lesser

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Two non-possessed objects
Save	None	School	Enchantment/Transmutation

Allows the mage to create a near unbreakable bond between two objects or an object and a structure for the duration (DM)

## Grease

Range	10 feet/level	Duration	1 round/level
Casting Time	1	AOE	10foot x 10foot square
Save	Special	School	Summoning (Conjuration)

Covers a surface with a grease, works on ground, weapons, ladders, etc. Requires a save each melee not to slip, lose grip, etc. while in contact with the grease

## Jump

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	None	School	Transmutation (Alteration)

Allows the creature affected to be able to jump up to 30 feet forward or up, or up to 10 feet backward. The creature may jump once each round (not melee) and the spell does not insure safety in landing

## Lasting Breath

Range	5 yards/level	Duration	1 turn/level
Casting Time	1	AOE	1 creature/level
Save	None	School	Transmutation (Alteration)/Air

Allows affected creatures to hold their breath for the spell's duration beyond that which is normally possible by the creature (normally 1 minute per point of CON)

## Magic Missile

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	Special
Save	None	School	Evocation

Fires an unerring bolt of mana which strikes any creature in the area of effect for 1d4+1 points of damage. The caster may fire one bolt at 1st level plus one for every two levels beyond 1st (up to five missiles maximum) and each may be directed at separate targets, so long as they remain in spell range

## Refine Elemental Object: Lesser

Range	Touch	Duration	Permanent
Casting Time	1 turn	AOE	3 inch/level object
Save	None	School	Transmutation

Allows the wizard to alter the shape, sharpness, balance and other features of a small object of elemental, non-living origin. Can take a small piece of metal and transform it into the equivalent of a screwdriver, can take a small piece of pumice and shape it into a balanced float device, etc. Depending on the skills of the individual equates to what can effectively be shaped (i.e. – knowledge of springs would allow such things to be made (DM)

## 2<sup>nd</sup> Level Spells (12 of 16; 3 new)

### Bind

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	One rope or line
Save	None	School	Enchantment

Controls up to 20 feet/level of normal size rope or other line (larger and smaller sizes will be adjusted by DM) The line may be commanded to Coil, Coil & Knot, Loop, Loop & Knot, Tie & Knot and the reverse of the previous as well. It can also be commanded to entangle any object or creature within 1 foot of it (targets get a save vs spell to dodge)

### Deeppockets

Range	Touch	Duration	3 hours/level
Casting Time	1 day	AOE	One garment
Save	None	School	Enchantment

Allows the caster to enchant a garment to act as a minor extra dimensional pocket. The garment must be worth at least 50 Silver Crowns and may be reused. After enchantment, the garment may have any number of pockets which, all totaled, can hold up to 100 lbs of weight (appx 5 cubic feet of mass.) The total weight feels as if it were only 10% of the full weight and there are no bulges

### ESP

Range	10 feet/level	Duration	1 round/level
Casting Time	2	AOE	1 target/round
Save	Negates (Will)	School	Divination

Allows the caster to scan the surface thoughts of the target individual within range and line of sight. The spell will gain instinctual impressions from lesser creatures. Only an intelligent AND wary individual gains a saving throw (wizards and priests over 3<sup>rd</sup> level automatically gain a save due to their natural mental discipline) as do any beings of 5HD or more who have average or higher INT

### Fold: Lesser

Range	0	Duration	1 round/level
Casting Time	1 melee	AOE	Object held
Save	None	School	Transmutation (Alteration)

Allows the mage take a 3 dimensional object and fold it into a 2 dimensional object that weighs ¼ the weight of the original object. As long as the object can be lifted and held, there is no limit on the size of the object (DM)

### Locate Object

Range	1 mile/level	Duration	1 round/level
Casting Time	2	AOE	Special
Save	None	School	Divination

Detects any desired inanimate object within the spell range. The object must be on the same plane as the caster (DM's restrictions)

### Magic Mouth

Range	10 yards/level	Duration	Until triggered
Casting Time	2	AOE	One object
Save	None	School	Illusion (Phantasm)/Enchantment

Places a minor enchantment on any object causing a mouth to appear on the object and speak or make noise when a certain trigger is tripped. The mouth may speak in any language or make any noise known to the caster and may continue for up to 1 turn/level. The trigger may be as simple or as complicated as desired (the mouth can only detect via smell, touch, sight and sound) and the mouth may be of any size that will fit on the target object

### Projectile of Distance: Lesser

Range	Touch	Duration	1 round
Casting Time	2	AOE	Projectile touched
Save	None	School	Transmutation (Alteration)

Allows the mage to empower a projectile (usually a sling bullet, arrow or crossbow bolt) to be able to gain 3x normal ranges while behaving with the normal distance modifiers and gaining a +2 to hit via spell targeting

### Resist Element: Lesser

Range	Touch	Duration	1 turn/level
Casting Time	2	AOE	One Creature
Save	None	School	Abjuration/Elemental (Variable)

Provides the touched creature with resistance to an element specified at the time of casting. The protected creature gains a +2 on saving throws vs the specified element for the duration and damage is reduced by 1 point per die (minimum 1)

## Scare

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	15 foot radius
Save	Negates (Will)	School	Enchantment (Charm)

Causes creatures/persons under 3HD in the AOE to cower in fits of trembling and shaking. They will not fight unless cornered (if fighting they are -1 to hit and damage.) Only spellcasters and 3<sup>rd</sup> level/3 HD creatures gain a saving throw vs Will

## Strobe

Range	60 yards +10 yards/level	Duration	1d4 +1 round/level
Casting Time	2	AOE	10 foot globe (3 miles)
Save	None	School	Transmutation (Alteration)

Allows the mage to create a flashing light of any color desired anywhere in range. The pace of the flash may be controlled and adjusted by the mage at any time with simple concentration (no action) and can be used for signaling, distractions or any other practical use desired

## Uncontrollable Hideous Laughter

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	15 foot radius
Save	Negates (Will)	School	Enchantment (Charm)

Causes target creatures to save or feel as if everything is extremely hilarious. Creatures of 5-7 INT save at -6, 8-12 INT at -4, 13-14 INT at -2, 15+ INT save normally and creatures under 5 INT are unaffected. Victims pause one round, taking in the humor, then burst into painfully uproarious laughter for the entire next round. The third round, the creature must regain its composure and for the remaining duration is -2 to hit and damage. The caster can affect 1 creature/3 levels

## Wizard Lock

Range	Touch	Duration	Permanent
Casting Time	2	AOE	10 foot/level square
Save	None	School	Enchantment/Abjuration

Magically locks any closeable item (can affect sheathed weapons) keeping it from being opened. The caster may use such locked devices without affecting the lock. The lock may only otherwise be opened by Dispel Magic, Knock (which can damage items) or a wizard of four or more levels above the caster

## 3<sup>rd</sup> Level Spells (9 of 16; starting)

### Adhere Minor Sphere Effect

Range	Touch	Duration	1 hour/level
Casting Time	1 turn	AOE	1 inch/level cube object
Save	None	School	Enchantment

Allows the mage to temporarily bond one effect of a minor sphere spell (as long as it makes sense; DM) to an object for the duration

### Crystal Blade

Range	0	Duration	2 melees/level
Casting Time	3	AOE	Caster
Save	None	School	Summoning (Conjuration)/Earth

Conjures a blade of crystal into the casters hand which can be in the form of any small blade the caster is familiar with (short sword or smaller.) The blade is indestructible, does 1d6+2 damage and functions as a +1 weapon for the purposes of hitting extra-planar creatures. The blade causes double damage to creatures of elemental earth origin

### Explosive Runes

Range	Touch	Duration	Until read
Casting Time	3	AOE	20 foot radius
Save	½ Damage (Reflex)	School	Evocation/Fire

Imbeds mystic runes into any written material which explode when read by unauthorized persons. They can only be detected 5%/spell casting level (1-9) of the viewer or by a Find Traps or similar spell. The explosion causes 6d4 + 1 point/level to the reader, who gets no save. All those in the blast radius can save for ½ damage. In addition, the wizard may choose that the material being read be destroyed by the blast. They can be removed by the caster, Dispel Magic or Erase

### Flame Arrow

Range	20 yards/level	Duration	Special
Casting Time	3	AOE	Special
Save	½ Damage (Reflex)	School	Enchantment/Evocation/Fire

Allows the mage to transform up to two arrows or bolts/level (must be ready to fire and holding) into flaming missiles which gain a +1 to damage (the missile must be fired by the succeeding round or be consumed.) Or the caster may fire one magical bolt of flame/2 levels at a target causing 1d6 piercing damage plus 3d6 fire damage (save for half)

### Infravision

Range	Touch	Duration	1 hour/level
Casting Time	3	AOE	Creature touched
Save	None	School	Transmutation (Alteration)/Divination

Imbues the recipient creatures with 60 foot infravision for the duration

## Iron Sack

Range	Touch	Duration	1 day/level
Casting Time	1 round	AOE	One Container
Save	None	School	Enchantment/Earth

Enchants a relatively small container (sack, backpack, etc.) to have the strength and protective qualities as if it were made of tempered steel an inch thick. As such, delicate items inside are especially protected from harm and the container itself immune to most heat, cutting and other means of destruction

## Item

Range	Touch	Duration	2 hours/level
Casting Time	1 round	AOE	1foot/level cube
Save	Special	School	Enchantment/Transmutation

Shrinks the target object to one twelfth its size, then optionally into a cloth-like state. Objects in the possession of another creature gain a saving throw. The spell does not affect living creatures or magical items

## Major Repairs

Range	Touch	Duration	Permanent
Casting Time	1 turn	AOE	5 foot/level object
Save	None	School	Transmutation

Allows the wizard to touch a construct of any type and effect repairs upon it.

## Minute Meteors

Range	20 yards/level	Duration	Special
Casting Time	3	AOE	1 target per meteor
Save	None	School	Evocation/Fire

Summons one small globe of fire/level which can be thrown all at once (only action for the melee) or one per melee (and may still attack, cast, etc.) A roll to hit a +2 must be made and upon striking cause 1d4+1 points of damage to the target. Misses are treated as grenade-like missiles and cause 1 point of damage to all creatures within a one hex radius

## Strengthen Physical Element: Lesser

Range	Touch	Duration	Permanent
Casting Time	1 turn	AOE	3 foot/level single element
Save	None	School	Transmutation

Allows the wizard to touch any physical element (glass, stone, metal, etc.) and significantly strengthen it making it virtually unbreakable by normal wear and tear and other non-magical damaging means.

## Summon Bridge

Range	10 yards/level	Duration	1 turn/level
Casting Time	1 turn	AOE	3ft wide x 5ft/level long earthen bridge or ramp
Save	None	School	Summoning/Earth

Summons a small hardened mass of earth which will connect two points or create a ramp from one point down to a lower level and various combinations in between (including spell craft to repair stairs, etc.) The bridge or ramp may be crossed single file and lasts for the duration and upon expiration is reduced to loose earth, falling normally to whatever ground is below

## Summon Vehicle

Range	10 feet/level	Duration	1 hour/level
Casting Time	1 turn	AOE	Special
Save	None	School	Summoning

Allows the wizard to summon a vehicle (a wagon, chariot, boat, glider, etc.; DM) to be used by the summoner as a method of moving themselves or something else. The spell does not summon horses, oxen, mules or other beasts of burden for certain types of locomotion, but does provide a vehicle with sound operational apparatus (smooth working wheels, spring based shocks, strong sails, etc.; DM). In the case of boats, the size of the boat can be of a size enough to carry up to 5 people per caster level, plus 200lbs of cargo per level

## Fânrûiell Wizard Powers

### 2<sup>nd</sup> Level Powers

#### Reduce Self: Lesser 3/day

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	Self
Save	None	School	Transmutation

Allows the mage to shrink herself to Tiny size (as small as a housecat, as large as a medium sized dog) approximately 1-2ft in height and 20-50 lbs in weight, she otherwise retains her normal resemblance



## Fânruïell Warrior Abilities

- *Defense Bonus*: The warrior's quickness provides him with an additional +2 DEF/AC. This bonus is lost if flatfooted/surprised. Prerequisites: None
- *Two Weapon Defense*: You gain the equivalent of a shield bonus when dual wielding weapons (+2 DEF) Prerequisites: DEX 12+
- *Combat Reflexes*: You are quick and act before others, you gain a -4 initia adjustment and may roll your own initiative even in party initia situations and choose the better of the two; Prerequisites: DEX 12+
- *Toughness*: You have enhanced physical stamina and gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a new warrior level you gain +1 hit points; Prerequisites: CON 12+
- *Guarded Stance*: The warrior gains a dodge bonus to her Armor Class equal to 1/2 her warrior level against melee attacks. Prerequisites: None
- *Strength Surge*: Once per day the warrior may add her level on one Strength check or her level x5% to a strength based skill and simultaneously gain the equivalent of a +4 surge to strength for purposes of lifting, pushing, bending, etc (DM); Prerequisites: None
- *Power Lifter*: You are exceptionally strong and capable of lifting and maneuvering great weight, double your effective Muscle weights for the purposes of dealing with heavy objects. Prerequisites: Strength Surge ability (below)

## Fânruïell Rogue Abilities

- *Diligent*: You are meticulous and careful about your studies and research and get a +25% bonus on all related skill checks (research, appraise, lore: ancient runes, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Investigator*: You are excellent at tracking down leads and locating clues. You get a +25% bonus on all related skill checks (gather info, forensics, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Deft Hands*: You are skilled at feats of manual dexterity and get a +25% bonus on all related skill checks (sleight of hand, open locks, set/remove traps, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *On Guard*: You are never caught off guard or surprised and always retain your DEX bonus to DEF even if flatfooted, attacked by an invisible opponent or shot by a sniper or sneak attack. Prerequisites: Alertness Proficiency or Danger Sense Proficiency
- *Acrobatic*: You are skilled at leaping, jumping, and climbing and get a +25% bonus on all related skill checks (tumbling, jumping, climbing, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: Tumbling Proficiency
- *Ledge Walker*: This ability allows a rogue to move along narrow surfaces, tight ropes and similar tight, balance oriented spots at full speed and additionally grants a +25% bonus to all related skill attempts (DM) Prerequisites: Fine Balance Proficiency

## Fânruïell Wizard Abilities

- *Magical Aptitude*: You are naturally attuned to magic and get a +25% bonus on all related skill checks (spellcraft, lore: foci, lore: alternate magics, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *One Handed Spell Casting*: You have learned how to actuate spells with one hand (normally spell casting requires both hands free) leaving your alternate hand available for off hand uses including one handed weapons
- *Increased Hit Die*: Gain d8 for hp/level instead of d4

## Fânruïell General Abilities

- *Highly Skilled*: May select an additional 10PP worth of skills, each purchased with an automatic 10% starting bonus. Prerequisites: None; this ability may be taken multiple times: Detect Magic, Detect Noise, Escape Artist, Spellcraft
- *Highly Skilled*: May select an additional 10PP worth of skills, each purchased with an automatic 10% starting bonus. Prerequisites: None; this ability may be taken multiple times: Running, Forensics, Research, Interrogation, Info Gathering, Fast Draw
- *Skill Focus*: Select three related skills and gain a +25% bonus on them, this feat may be taken multiple times – Tumbling, Climbing, Jumping

## **Fânriell Contacts (6)**

**Mahgdoleina Ahx:** A motivated member of Emerald Sky, Mahgdoleina has been a favorite of Ildrak-Suul, the immortal co-founder of the Guild of Emerald Sky. She is persistently both researching lost artifacts of the past and experimenting with unique paths in the ways of magic. Fânriell met Mahgdoleina on a visit of hers to Lothlorien where Fawn expressed her deepest desires to escape the drudgery of elven styled learning. Accompanying her to Isengrim, she has found license to experiment and has been working and learning a considerable amount from Mahgdoleina. They are not always in sync, but Fawn has both the respect and trust of Mahgdoleina who has done nothing short of working to empower her

**Lazare Chershu:** a blacksmith and metalsmith in Isengrim's Green Zone with a knack for unique metalwork and metal oddities. While Fawn has a brilliant mind, she has not figured out all of the ways of creating the items she needs for her experimental foci. However, she has found that Lazare is both capable of making things at the quality level she expects, as well as being able to understand the engineering concepts she spells out for him to create. Additionally, the two share a dry humor repartee that is enjoyable for both of them

**Aerwai Berrybrine:** a half-elven herbalist, chemist, etc. based primarily in Isengrim's Green Zone.

**Merchant Contact:** TBD

**Tradesman Contact:** TBD

**TBD Contact:** TBD

## **Fânriell Enemies (1)**

**Kashtarhak, the Voice of Chaos** – a preeminent Rakshasa Demon Lord, effectively a demi-god. Fânriell and the team worked to disrupt and undo a powerful ritual magic that allowed the Voice of Chaos and his rakshasa followers to transit between the Abyss, realm of Chaos and the Prime Material Plane at will. This demon lord now marks Fânriell and her friends as enemies and will use his connections, followers and any other possible avenues to bring about Fânriell's demise