



“FATHER TIME”



Level	60
Race	Human
Culture	Nomad
Profession	Mystic
Age	Unknown
Height	5'4
Weight	123 lbs
BMR	25
Hits	166
DB	45
Endurance	126
Armor type	1
Initiative	15
PP	200
Ag	96
Co	92
Em	117
In	110
Me	98
Pr	91
Qu	115
Re	92
SD	93
St	88

Skills

Animal Handling (12) 90, Riding (17) 105, Perception (55) 166, Tracking (11) 86, Body Development (31) 126, Unarmed combat (11) 74, Melee Weapons – Quarterstaff (50) 141, Woodcraft (15) 98, Survival – Woods (50) 156, Navigation (25) 121, Region lore (34) 142, languages – Ancient Human Written (10) 94, Languages – Ancient Human Spoken (10) 94, Languages – Modern Human Spoken (10) 94, Languages Modern Human Written (10) 94, Languages – Elvish Spoken (10) 94, Languages – Elvish Written (10) 94, Languages – Dwarvish Written (10) 94, Languages – Dwarvish Spoken (10) 94, Languages – Goblin (10) 94, Languages – Orc (10) 94, Languages – Troll (10) 94, Historic Lore (61) 186, Spell Lore (60) 172, Grace – Rapid Ways (40) 118, Spell Trickery (30) 110, Herbalism (15) 101, Mental Focus (20) 123, Running (11) 77, Trickery – Pick Pocket (30) 136, Power Development (90) 200, Influence (15) 103, Leadership (15) 103, Social Awareness (5) 63, Stalking (45) 150, Ambush (30) 135, Concealment (40) 145, Locks (50) 155, Base/Open Spell List – Anticipations (50) 199, Base/Open Spell List – Confusing Ways (25) 119, Base/Open Spell List – Hiding (60) 164, Base/Open Spell List – Spell Wall (60) 159, Base/Open Spell List – Unbarring Ways (45) 144, Base/Open Spell List – Damage Resistance (30) 129, Closed Spell List – Shield Mastery (55) 154, Closed Spell List – Spell Enhancement (20) 109, Closed Spell List – Rapid Ways (60) 180

Talents

Immortal, Eloquence III, Empathy, Fast Healer, Tough III, Graceful Recovery II, Quick Caster – Rapid Ways, Quick Caster – Speed Ways, Destiny Sense II

Equipment

Quarterstaff, light grey tunic, wood carving knife, bedroll (heavy), Fire-starting bow, Waterskin