Name: Mara Wosso **Race:** Half-orc **Age:** 25 **Sex:** Female

Height: 5' 10" **Weight:** 165 lbs. **Hair Color:** Brown **Eye Color:** Pink **Handedness:** Left

Skill Level: 2 Total Skill Points Earned: 27 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	12	
Endurance	9	
Intellect	15	
Presence	10	
Strength	8	

	base	adjusted
Health Points	12	
Dodge	12	
Physical Resistance Modifier		+0
Mental Resistance Modifier		+2
Feat of Strength Modifier		-2
Initiative Roll Modifier		+2

	base	adjusted
Armor Impedance	0	0
Movement Rate	120'	
Swimming Rate	20'	
Encumbrance Class		I

Disciplines	grade
Language: Drohkan	
Language: Zhellan	
Literacy	
Hedge Magic, 2nd Circle	I
Increased Accuracy	I
Increased Mental Resist.	I
Improved Initiative	I
Extra Spell, 1st Circle	

Proficiencies	grade	modifier
Ancient History	II	+1
Contacts: Lurnslyle	I	
Distract	II	
Dweomercraft (Hedge)	I	+1
Local Know: Lurnslyle	I	+1
Regional Know: Khaedor	I	+1
Persuasion	I	
Riding	I	
Trade skill: Gem cutting	I	
World Knowledge	II	+1

Worn Armor	damage absorbance	impedance score
Total Absorbance/Impedance		

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Broadsword	E	1d6 + 1	+1	+0	1
4 Daggers	C	1d4	+1	+0	1

Equipment, Spells, and Notes:

Fine clothes, red silk cloak, boots, large pouch (contains: spellbook, scrollcase, 10 sheets parchment, quill, ink, 4 days food, quilt, sack of 100 marbles, 3 candles, flint and tinder, ornate wooden box containing reading spectacles), wineskin of whiskey, boot knife, money pouch: 4 gc, 12 s

Spellbook: 23 empty pages, 1st Circle: Double, Enchant Armor, Fix, Magic Candle, Phantom Sight (unlearned); 2nd Circle: Hide, Climb, Appeal (unlearned)

Spells per day: 1st: 4, 2nd: 2

Mara is at the same time brilliant and simple-minded. Once a slave, she learned her trade as a Hedge mage from an alchemist while a servant at an apothecary in Lurnslyle. Her mentor was impressed, and worked hard not only to teach her his trade, but to free her and secure her a position within the local chapter of the Alchemist Guild. Mara left town during these negotiations however, after catching two escaped slaves in her chicken coop. She has befriended one of these slaves, but intends to sell the other (whom she does not like), upon reaching Rheyes. Mara travels not only to sell her catch, but believes the Procurer's Guild in Rheyes will provide her more opportunity than the Alchemists.