



WOOD ELF BARD

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NAME: "The Team Player"
ARCHETYPE: Bard
Total L.P. Earned:
Fate Pool: 1

RACE: Wood Elf
GENDER:
L.P. Left:
Spent Fate:



	Base	Bonus	Final
BODY	4		4
STRENGTH	4		4
QUICKNESS	6		6
INTELLIGENCE	6		6
WILLPOWER	6		6
CHARISMA	6		6
FOCUS	6		6
REFLEX	6		6

Combat Pool 8
Focus Pool 6
Astral Pool 6

Initiative 6 + 2d6
Initiative Dice 2
Init. Penalty -2

<u>Primary Weapon :</u>	Rapier
<u>Primary Weapon Damage :</u>	8M
<u>Secondary Weapon :</u>	Long Dagger
<u>Secondary Weapon Damage :</u>	7M
<u>Ammo Count :</u>	
Scale Mail	<u>Movement :</u> 6
ARMOR	<u>Run Multiplier</u> 4
SLASHING	3
CRUSHING	3
ARCANE	0
PIERCING	3

		Damage Meters	
		Physical	Mental
Deadly	10	+4 TN (-4 Init)	+4 TN (-4 Init)
	9		
	8		
Serious	7	+3 TN (-3 Init)	+3 TN (-3 Init)
	6		
	5		
Moderate	4		
	3	+2 TN (-2 Init)	+2 TN (-2 Init)
	2		
Light	1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Etiquette	5		Campfire Cooking	5	
Meditation	6		Orc Tracker Team Methods	5	
Performance	6		Games of Chance	5	
Fencing	6		Sky Pirate Hotspots	5	
Tracking	6		Seedy Bars of Dagger Falls	5	
Athletics	6		Erotic Gravestones of...		
			...the Eastern Plains.	5	

Contact #1	Location	Rank	NOTES
Inn Owner	Loom, Central Valley	1	
Inn owners can be invaluable sources of information and resource.			
Contact #2	Location	Rank	
Adventurer's Guild Official	Dagger Falls, Central Valley	1	
Aggro Flatiron is a friend that you met at the local Adventurer's Guild.			
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

Character Information

Race: Wood Elf

The elves of *Zethyria* tend to gravitate towards the middle of the map, finding the highest concentration within the *Free-Trade Lands* territories. Within this area is found the Great Life Tree, called *Loom* by the elves that dwell within. While elves tend to be more private regarding the personal lives, politics, and traditions or cultures of their race, they are also the most curious about the cultures and languages of other races. While there are many different subcultures of Elves, there are considered to be three primary types. The elves boast the label of being the oldest recorded culture in the lands of *Zethyria*, a badge of honor constantly upheld through conversation and diplomatic relations with the other races of the realm. Combining this distinct sense of “superiority through experience of history” with the known longevity of the elven races often makes for tough diplomatic and political conversations with more impulsive races like humans or orcs... and especially with the solarans.

Physical Description

Common Elves have a more fair skin tone than most human races, with Wood Elves being slightly more tanned. Dark Elves show the most deviation with their dark gray skin colors and shocking light hair color. Common Elves & Dark Elves keep long hair styles unless of military appointment or physical trade, when they will then cut their hair to shorter lengths, while Wood Elves keep shorter hair lengths in general. Common Elves take great care of their fashion and state of appearance, while Wood Elves & Dark Elves go for more functional attire. All the elven races have longer, pointed ears than humans. While these ears do afford an increase in hearing range, this increase is ever so slight.

Culture

Many a drunkard slumped into the corner of a tavern can be heard rattling off tales of mystery and magic in regards to the forest dwelling elves of *Zethyria*. While they are generally considered by humans to be forest-dwelling benefactors, the orc tribes consider them a menace needing to be purged from the land. Wood Elves hold many small enclaves hidden amongst the trees of *Zethyria* forests across the land. They do, however, hold a representative presence within the *Life Tree* in the central valley as well. While this presence may be more political in reason than anything else, they are still just as motivated to protect the interests of the valley surrounding the *Life Tree*. There have lately been numerous rumors circulating amongst the *Dagger Falls* taverns telling of squads of wood

elves roaming the forests of the central valley, stopping travelers and asking questions at sword point. The motives behind this recent change in previously benevolent behavior is still unknown to residents of the area, but has been documented as been an almost overnight transformation in underlying intentions.

Wood Elf enclaves tend towards hidden or out of the way locations, usually the rarely explored deeper segments of any heavily overgrown forested area. They make maximum usage of the area foliage for camouflage of their living areas, and go to ruthless extents to make sure unwelcome outsiders never learn the secret locations or entrances to their villages. Magical methods get employed to even further conceal their dwellings, from simple invisibility spells to the most elaborate “*tree sculpting*” for maximum camouflage with minimum environmental impact.

The end result of the creation of such collectives instills both mythical and mystical properties on these communities, concluding in an in-grained protective nature of these areas. Wood Elves, as an end by product, never discuss details of these communes with anyone deemed an “outsider”. Release of such information to an outsider, under any circumstance or by any method, can result in permanent exile... or worse.

Game Information

Average Height: 1.6 Meters

Average Weight: 64 Kilograms

Skin Coloration: Light brown tanned to dark brown

Stat Bonuses: +2 Quickness, +1 Strength

Abilities: Heat vision (No penalties in partial darkness, half penalty in total darkness.)

Skill Bonuses: +2 to Wilderness Survival, +1 to Traps

Archetype: Bard

BARD

History tells the tales of honor and glory that legendary warriors have performed, but it is the Bard that often retells these stories to the rest of the world. Storytelling is not the only thing the Bard is limited to however, counting the ability to increase their party-mate’s skills as just one of the other things they can do. Bards use performance skills to magnify their abilities, being able to share many of them with other members of their party.

Disciplines

Inspirational Chant: Using the stories of great moments in historical battles, the Bard can inspire their fellow adventures... further improving their performances in battle. This ability stacks with the *Assassin's* "Waylay" skill.

Action Type: *Free Action* (Used during Initiative Checks)

Skill Check: *Performance* Skill Test (TN# 4), total number of successes get added to the final Initiative roll for each party member.

Deafening Bellow (Attack): This is a disorienting attack that does stun damage to all in its' area, as well as a lasting debuff to the targets' combat performance. The attack is initiated using the Bard's chosen performance skill, and is a cone-based attack directed outward from the Bard. *Deafening Bellow* does not discriminate between friends or foes, having all who stand in attack area for it check for necessary resulting effects. Bakta are exceptionally effective at this ability, considering the nature of their vocal ability.

Action Type: *Advanced Action* (Ranged)

Skill Check: *Performance* Skill Test (Ranged Attack)

Damage: (Charisma+3)M Stun

Bakta Bonus: (Charisma+5)M Stun

Penalty: All targets that take damage suffer +2 to all target numbers for their next action in combat. This penalty does stack with other archetype based debuffs.

Area Effect: Cone (2 x *Focus* in meters long by ½ *Focus* in meters wide at the end)

Regenerative Pulse

Cost: 0.5

Reuse Limit: ENCOUNTER

Range: Self (3 Meter Diameter)

The mystic has gone through intensive mental training that lets them direct their combat rage, turning it into form of positive energy. Complete focus on this training grants the mystic the capability of releasing a pulse of healing energy emanating outward around them. This *Regenerative Pulse* of energy affects the mystic and all other friendly targets within a 3 meter diameter, healing all targets for 1 box of physical damage per turn of the mystic.

This healing force lasts for a total of 4 Turns and is **only** usable **during** an encounter as the mystic fuels the ability with the mental energy of their foes. *Regenerative Pulse* does not interfere with other healing methods (magical or mundane) in any way.

Linguistics

Cost: 1

After hearing just a few sentences from a foreign tongue, the mystic can understand languages previously unknown to them. With a *Meditation* test against a target number of 4 the mystic temporarily gains the necessary language skill for a number of minutes equal to the successes rolled. After this time has expired, the mystic must make another Linguistics test to reacquire the lost language skill. Note: The temporary language skills earned through this ability do not stack with or otherwise magnify already known language skills. Whichever of the two has a higher rating gets used.

Frenzied Thoughts

Cost: 1, 2, or 3

Reuse Limit: ENCOUNTER | FREE ACTION

Range: (FOCUS) in meters

Through special hymns and chants the mystic can speed up the very thoughts of chosen friendly targets within range. The mystic makes a *Performance* Test with a target number of 4, with the number of successes determining the number of combat rounds this bonus lasts. A successful test adds +1D6 per rank of the ability (up to +3D6 max) to the initiative dice of all affected friendly targets.

Inspiration

Cost: 0.5 per rank (4 ranks max)

Reuse Limit: AT WILL

Range: (FOCUS) in meters

By using special chants and songs, the mystic can inspire chosen friendly targets within range. The mystic makes a *Performance* (4) Test, adding +1 per ability rank (up to a +4) to the Combat Pools of all chosen friendly targets. This ability lasts for the full duration of a combat round, and must be renewed when Combat Pool refreshes.

Traits

"Trained Reflexes" (Spend 3 BP)

Extensive combat experience has refined this character's perceptions and reaction times in combat. This grants them *Trained Reflexes*, adding a +1d6 bonus to their initiative dice. This initiative bonus is considered a natural enhancement to the character, and as such does stack with the other initiative bonuses granted by archetype abilities or spells.

Equipment

'The Kitchen Sink'

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (*Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak*)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- *Comfy-Soft Pillow*
- "*Sleepi-by Bedtime Defender*" (Choose 1)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- *Arcane Chef™ Insta-Hotplate*
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!

Magical Clothing

<i>Dagger Falls Elite</i> (Outfit)	1 g
<i>Shades of Loom</i> (Outfit)	2 g
<i>Free-trade Creations</i> (Outfit)	1 g

These quality outfits are the absolute top of fashion choice in their respective regions. *Dagger Falls Elite* is currently the toast of high society in Dagger Falls, being spotted in all of the choice night spots and restaurants. *Shades of Loom* expresses the elven love of nature woven into the very fabric of this line. *Free-Trade Creations* is currently the most popular apparel at the major festivals and seasonal events in the eastern plains.

Each of these clothing lines have been woven with specially designed spells, granting the wearer a **+2d6** bonus when making *Etiquette* skill checks while in the area each clothing outfit represents.