Shards of the Heart

A Bit of Character

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"The Wolf in the Woods" by Darren Pearce

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Aminëa, wild elf female; Sorcerer 4 Cleric 5

Introduction: Aminëa is a nature priestess and wielder of magic who protects the wilderness from those who want only to take and give nothing back. She is one of the most respected members of her small community.

Wild Elves: Primitive doesn't mean timid; hidden doesn't imply shy! The wild elves practice the elven lifestyle on a totally different level. Not only do they love nature, they live it. They are not in it; they consider themselves part of it. That being the case, any adventurers penetrating into their territory had better be treating nature with great respect.

Narrative: **You see a wild elf with dark brown hair, dyed in various places with patches of green. Her hair is roughly cut, as if it were done with a dagger, and lays unevenly around her face. Her hair is braided in places with feathers and beads carved of wood and horn. Her eyes are watching you and you see that they are a deep brown, almost black, and very expressive of her feelings. You see some curiosity, but no fear in them as they watch you. She is dressed in a bodice and skirt of fine-quality deerskin leather, with knee-high boots of a similar material.** [She acts as if she were impervious to the weather, though in the winter she will wear a fur cloak.]

Quote: **"You walk like a pregnant moose** [ox]**. Must you make so much noise? I would expect someone who looks as good as you to carry themself better."** [She says this with a teasing smile.]

Personality: Aminëa is often very serious, but does have a sense of humor. Seeing an intruder caught in a snare and hanging from a tree by a foot, or tripping and falling into a patch of briars, would seem very funny to her. She is totally at home even in deep wilderness. When she is comfortable, she can be chatty, tending to tell about small details from the lives of the plants or animals she sees, or from the lives of the wild elves in her community. Aminëa serves a deity of elves, nature or plants.



Scenarios: Aminëa could come into contact with a player character in several ways, such as the following:

A ranger or druid in the forest could show himself to be so in tune with nature that Aminëa, observing him, can't help but feel in harmony with him as well. She would approach him as a welcome guest and want to get to know him better. Since this approach is based on actions and attitudes rather than looks, it could be good for a character with a lower Charisma or described as homely.

Someone at risk of offending the forest could find himself warned by Aminëa. She may even find the culprit attractive, but will not let that stand in the way of threatening him if his behavior does not change. If the adventurer shows himself willing to learn, she may become persuasive, or cajole him instead of being stern. If he changes his ways, she will express her pleasure at his repentance and assist him in making amends for his previous errors or redressing any harm he had caused.

Finally, if a player character harms the forest, he may find himself the object of the wild elves' retribution. Stripped of all "unnatural" gear, he must survive in the woods as best he can. If he shows any contrition then Aminëa may come to him, the forgiving spirit of nature, to show him where he went wrong, teach him to live in harmony, and to woo him into a new love of nature in all its guises.

Aminëa: Female wild elf: Sor 4/Clr 5; Str 10; Dex 14 Con 12; Int 12; Wis 16; Cha 16; AL CG; Saves: Fort +6, Ref +4, Will +11

Skills and Feats: Hide 2 (+4), Knowledge (nature) 2 (+3), Knowledge (religion) 6 (+8), Listen 1 (+6), Spellcraft 4 (+5), Spot 1 (+6), Survival 4 (+7). Alertness, Combat Casting, Scribe Scroll, Track.

Sorcerer Spells Known: 0 – *detect poison, detect magic, daze, light, mending, message*; 1st – *sleep, magic missile, expeditious retreat*; 2nd – *summon monster II*

Sorcerer Spells Per Day: 0 – 6, 1st – 6, 2nd – 3. DC 13 + spell level.

Cleric Spells Prepared: (5/4+1/3+1/2+1) 0 – *cure minor wounds* (2), *detect poison, resistance, virtue*; 1st – *bane* (2), *bless, shield of faith, entangle**; 2nd – *aid, augury, hold person, fog cloud**; 3rd – *dispel magic, prayer, plant growth**. DC 13 + spell level.

**Domain Spells*. Domains: Plant: Rebuke or command undead creatures as an evil cleric rebukes or commands undead (Su), 6/day. Water: Turn or destroy fire creatures as a good cleric turns undead (Su), 6/day.

Possessions: *+1 spear*, mwk javelins (5), *ring of protection +1, bracers of armor +2*; Scrolls: *expeditious retreat, barkskin* (2), *resist energy* (2), *remove curse, remove disease* (2), *summon monster III* (2); Potion: *owl's wisdom.*

Combat: CR 9; HD 4d4+5d8+9; hp 47; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk: +5; Grp +5; Atk +6 melee (1d8+1 *+1 spear*), or Atk +8 ranged (1d6 mwk javelin); Space/Reach: 5 ft./5 ft.; SQ: wild elf racial traits, summon familiar, turn undead (6/day)

Aminëa: Sor 4/Clr 3; Make the following changes from Sor4/Clr5: Wis 15; Saves: Fort +5, Ref +4, Will +9

Skills and Feats: Knowledge (nature) 1 (+2), Knowledge (religion) 3 (+5), Listen 1 (+5), Spellcraft 3 (+4), Spot 1 (+5), Survival 4 (+6). *Feats* – subtract Track.

Cleric Spells Prepared: (4/3+1/2+1) 0 – *cure minor wounds* (1 only), 1st – *bane* (1 only), 2nd – subtract *hold person*. DC 12 + spell level.

Possessions: Add Scrolls: *summon monster II* (2). Subtract*: ring of protection +1*, scrolls: *remove curse, remove disease* (2), *summon monster III* (2); potion: *owl's wisdom.*

Combat: CR 7; HD 4d4+3d8+7; hp 32 each; AC 14, touch 12, flat-footed 12; Base Atk: +4; Grp +4; Atk +4 melee (1d8+1 +1 spear), or Atk +7 ranged (1d6 mwk javelin)

Aminëa: Sor 6/Clr 5; Make the following changes from Sor4/Clr5: Saves: Fort +8, Ref +6, Will +13

Skills and Feats: Knowledge (nature) 3 (+6), Move Silently 0 (+7), Spellcraft 6 (+7), Survival 5 (+8).

Sorcerer Spells Known: 0 – add: *arcane mark*; 1st – add: *cause fear*; 2nd – add: *blur*; 3rd – add: *rage*

Sorcerer Spells Per Day: 0 – 6, 1st – 7, 2nd – 6, 3rd – 4. DC 13 + spell level.

Possessions: Subtract *+1 spear*; Add *+1 aberration bane spear, cloak of resistance +1, boots of elvenkind.*

CR 11; HD 6d4+5d8+11; hp 51; Base Atk: +6; Grp +6; Atk +7 melee (1d8+1 *+1 spear*), or Atk +9 ranged (1d6 mwk javelin)

Raphael	Expert	5	Chaotic Neutral
CHARACTER NAME	CLASS	LEVEL	ALIGNMENT

Human	Male	5' 5"	160 lbs	Blue	Light Brown
RACE	GENDER	HEIGHT	WEIGHT	EYES	HAIR

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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	10			
DEX DEXTERITY	12	+1		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	16	+3		
WIS WISDOM	16	+3		
CHA CHARISMA	12	+1		

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFER	+	MAGIC MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
INIT	+1		+1								
FORT (CONSTITUTION)	+2	=	1	+	+1	+		+		+	
REFL (DEXTERITY)	+2	=	1	+	+1	+		+		+	
WILL (WISDOM)	+7	=	4	+	+3	+		+		+	

SPEED 30

CONDITIONAL MODIFIERS

ARMOR CLASS		HP
TOTAL	11	26
ARMOR MOD		
SHIELD MOD		
DEX MOD	1	
SIZE MOD		5d6
NATURAL ARMOR	10	
MISC MOD		
TEMP MOD		

WEAPON	ATTACKs 1	2	3	4	5	DAMAGE	CRIT	RANGE	TYPE	SIZE	SPECIAL
UNARMED COMBAT	+3					1d3					
Mwk Dagger	+4					1d4					

UNTRAINED SKILLS

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MOD	=	RANKS	+	ABILITY MOD	+	MISC MOD
☐	APPRAISE	INT	+8	=	5	+	+3	+	
☐	BALANCE	DEX		=		+		+	
☐	BLUFF	CHA	+6	=	5	+	+1	+	
☐	CLIMB	STR		=		+		+	
☐	CONCENTRATION	CON		=		+		+	
☐	CRAFT (Art)	INT	+13	=	7	+	+3	+	+3
☐	DIPLOMACY	CHA	+4	=	3	+	+1	+	
☐	DISGUISE	CHA		=		+		+	
☐	ESCAPE ARTIST	DEX		=		+		+	
☐	FORGERY	INT		=		+		+	
☐	GATHER INFORMATION	CHA	+4	=	3	+	+1	+	
☐	HEAL	WIS		=		+		+	
☐	HIDE	DEX		=		+		+	
☐	INTIMIDATE	CHA	+2	=	1	+	+1	+	
☐	JUMP	STR		=		+		+	
☐	LISTEN	WIS		=		+		+	
☐	MOVE SILENTLY	DEX		=		+		+	
☐	PERFORM	CHA		=		+		+	
☐	RIDE	DEX		=		+		+	
☐	SEARCH	INT		=		+		+	
☐	SENSE MOTIVE	WIS	+5	=	2	+	+3	+	
☐	SPOT	WIS	+8	=	5	+	+3	+	
☐	SURVIVAL	WIS		=		+		+	
☐	SWIM	STR		=		+		+	
☐	USE ROPE	DEX		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

TRAINED SKILLS

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MOD	=	RANKS	+	ABILITY MOD	+	MISC MOD
☐	DECIPHER SCRIPT	INT	+8	=	5	+	+3	+	
☐	DISABLE DEVICE	INT		=		+		+	
☐	HANDLE ANIMAL	CHA		=		+		+	
☐	KNOWLEDGE (ARCANA)	INT	+6	=	3	+	+3	+	
☐	(ARCHITECT &ENG)	INT	+13	=	7	+	+3	+	+3
☐	(DUNGEONEERING)	INT		=		+		+	
☐	(GEOGRAPHY)	INT		=		+		+	
☐	(HISTORY)	INT		=		+		+	
☐	(LOCAL)	INT		=		+		+	
☐	(NATURE)	INT		=		+		+	
☐	(NOBILITY & ROYALTY)	INT		=		+		+	
☐	(RELIGION)	INT		=		+		+	
☐	(THE PLANES)	INT		=		+		+	
☐	(Art)	INT	+8	=	5	+	+3	+	
☐	OPEN LOCK	DEX		=		+		+	
☐	PROFESSION (Engineering)	WIS	+12	=	9	+	+3	+	
☐	SLEIGHT OF HAND	DEX		=		+		+	
☐	SPEAK LANGUAGE	NONE		=		+		+	
☐	SPELLCRAFT	INT		=		+		+	
☐	TUMBLE	DEX		=		+		+	
☐	USE MAGIC DEVICE	CHA		=		+		+	
☐				=		+		+	
☐	Craft (Sculpture)	INT	+13	=	7	+	+3	+	+3
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

EXPERIENCE	TREASURE	
NEXT LEVEL	COIN CP SP GP PP	GEMS & JEWELRY

SPELLS			
LEVEL	SPELLS /DAY	BONUS SPELLS	SPELL SAVE
0			
1ST			
2ND			
3RD			
4TH			
5TH			
6TH			
7TH			
8TH			

SPELLS KNOWN/NOTES

GEAR

ITEM	LOCATION	WT	ITEM	LOCATION	WT
Block and tackle 2			Water Clock		
Canvas - lots			Mwk Tools		
Scroll cases - 30			More Fancy clothes		
Ink and Pens			Wand of Detect Magic		
Lanterns/ Candles			Goggles of Minute Seeing		
Glass mirrors -5					
Locks -5					
paper - 20					
Mwk Artist tools					
hourglass					
Magnifying Glass					
Merchants Scale					
Fancy Outfit					
Mwk Dagger					
Dagger					

SPECIAL ABILITIES

Skill Focus: Craft (Art)
Skill Focus: Knowledge (Arch/ Engineer)
Skill Focus: Craft (Sculpture)

QUOTE "**You have a quality about you that must be preserved for all generations."**
"The great mysteries of life are deep, like the beauty of your eyes."
"That does not matter; only the art [or whatever he is obsessed with at the time] **matters."**

PERSONALITY AND GOALS



Tabletop ADVENTURES

The Wolf of the Woods

by Darren Pearce

The night was like a cold unfeeling blanket and gave scant comfort to any of the occupants of the small campsite. A shrill wind blew in laughing gusts through the ragged canvas of the handful of tents, causing a few of the campers to shiver beneath their blankets.

It was an ordinary night for them of course, out in the wilderness far from any kind of civilisation. They were a motley group of friends that had adventured together for a couple of years. They faced a greater hardship now, one of trust – their group had gathered a new member, an elven ranger to guide them to their goal. For the better part of the journey here each one of them had kept their emotions and personal feelings in check, behind carefully crafted masks – they were not sure they could trust their new companion, and trust had to be earned.

Fortune had thrown them together sometime past and now the 'Lady of Cards' (as she was known) was having fun with her hand. Toying with the lives of mortals was a pastime of the Lady and other powerful beings; some sages even claimed that beyond the world there were those that considered the mortals' existence to be naught but a game.

A pair of amber eyes peered from the edge of the forest and studied the ramshackle tents and flapping material. A smallish black nose snuffled at the air, desperate for any kind of scent, most of it taken away by the snarling wind.

A movement caught the searching gaze as a lithe female figure slipped out from beneath the flap of one of the nearby tents and wrapped a thick cloak about her form. Slender pointed ears poked up through a mass of wind-whipped hair, which she

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struggled to tie back behind her head into a long tail.

The woods-dweller watched her with a detached air and growing curiosity, taking time to sit and curl a thick bushy tail around his front paws. To him she was a magical creature, one of the first elf-kind that he'd ever seen.

Fortune's dice rattled in the ether and she decided that, with a little help from her sister Fate, this particular woman would catch the barest sight of the watcher in the tree-line.

She didn't know what drew her attention to that particular spot where the trees were at their thickest, but she caught a glimpse of something there and only her inner sense saved her from calling out in alarm; what harm would a creature of the wild do to her – and one which was merely curious at that?

He didn't run. He didn't want to turn tail or show any kind of weakness of course, but he was also more than entranced by the fire-haired elven shape before him. Once more the nose twitched against the air as the wind ruffled his fur and the leaves danced like fairies in the trees.

So the game began between Fortune and Fate as they tossed dice and laid cards, playing now with these two mortal souls on the board of life.

Long moments passed as elf and wolf regarded each other from the relative safety of the camp and wood. She knelt by the remains of their ruined camp fire and he watched her from the snug embrace of the closest bushes.

"Well now, you're an awfully curious fellow, aren't you?" The woman finally spoke over the howl of the wind and gave a shy smile. She wasn't quite sure why she'd decided to talk to this animal, but in her heart it seemed right.

Amber eyes blinked once and one ear turned followed by the other. A slow, almost too-human smile appeared on the maw of the wolf and he gave a soft 'huff' of acknowledgement.

"So you can understand me?"

Another huff followed that one and there was a slight twitch in the creature's tail. He looked at it as though it were some kind of betrayer and put a paw on the bushy thing to stop it.

This curious motion caused the elf to laugh slightly; it was a sound that made the animal's ear twist more fully in her direction and he tilted his head from one side to the other. Meanwhile under his paw the betrayer began to move again. His nose wrinkled at something and he turned his head to look into the wood beyond.

The woman failed to notice the sudden look into the trees and inched her way closer, wrapped in her cloak and with her hood now drawn up to cover that flame-mane of hair. She reached out and put her hand towards the creature, not showing a hint of fear.

"I'm not going to hurt you."

Now that she was closer, he could smell the scent of something upon the woman's body. It had the aroma of food and he stopped himself from drooling – that simply wouldn't do. He didn't want the elf to think he was about to eat her for supper or something; that kind of thing was only related in children's stories and he'd prefer not to be the source of any more rumours.

"Are you hungry?" she asked as her dappled

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