

- KARL-OSKAR -



Karl-Oskar is a magical entity living deep within the forest of Athel Loren. Karl-Oskar tend to the beings of the forest, he is a friend of fay and ents. However, he has a strong dislike towards elves of all sorts, and the elves avoid him when possible as they feel he see through their arrogance and know how pathetic they in reality are. Karl-Oskar is most often a very happy little fellow of somewhat changing size. Sometimes he is 3 apples high, while at other times he is about the size of your average halfling. Often in his bucket, is the head of some unfortunate elf.

Karl-Oskar

Career: Peasant

Previous Careers: Apprentice Wizard, Journeyman Wizard

WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TB	M	Mag	IP	FP
54	59	51	56	79	68	72	64	7	32	5	5	8	2	0	13

Skills. Academic Knowledge (Heraldry, Magic), Animal Care, Animal Training, Arcane Language (Magick), Channeling, Charm, Charm Animal, Common Knowledge (Halflings, The Empire), Concealment, Drive, Gamble, Gossip, Heal, Magical Sense, Outdoor Survival, Perception, Performer (Singer, Dancer), Read/Write (Reikspiel), Ride, Row, Scale Sheer Surface, Search, Set Trap, Silent Move, Speak Language (Classical, Halfling, Reikspiel, Khazalid), Swim, Trade (Bowyer, Cook, Farmer).

Talents. Aethyric Attunement, Arcane Lore (Life), Fast Hands, Flee!, Hardy, Lesser Magic (Blessed Weapon, Skywalk), Meditation, Night Vision, Petty Magic (Arcane), Resistance to Chaos, Resistance to Disease, Rover, Savvy, Specialist Weapon (Sling).

Armour. Karl-Oskar's Woodfolk Outfit (Silent Move +20, Disguise +20)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons. Karl-Oskar's Dancing Beatingstick (Fast, Impact, Dancing, Defensive)

Trappings. Karl-Oskar's Bucket of Wonders (Wish for an item, and you'll find it in Karl-Oskar's Bucket of Wonders), Karl-Oskar's Ever-charming Beard (+20 Charm), Deck of Cards, 5d10 acorns.