



---

## SYLKE WYNDE

*Sylke has an almost Loari-like curiosity for the unknown. She delves deeply where none wish to, nor possibly should go, though.*

*Is it an intelligence or aptitude?  
Perhaps both...but it is more likely the Elvish curse of impetuosity.*

*Ever since, she has thus been running from Demons.  
Both figuratively and imagined, internal and ex...*

*--Elor once Dark, TE5830*



*"Sylke is the name I use in these oft-dark times.*

*I try to help those in need when not lost in my own thoughts, but it is a jumble of memories in there. I may seem distant, some moments, due to this. Sorry, ahead of time! I recently hailed from Rhakhaan and earned a Knighthood from the Phoenix Crown of all things?! I even saw it!*

*Before that was the ancient Remiraith forest in the South West of Jaiman. Amazing wildlife! Then, Urulan. Ah, Urulan.*

*Seems to get sadder with every hop, no?*

*Well, then there was Quellbourne... I don't like my memories of that place."*

### First Impressions

Sylke is an average looking Erlini, whether it be her Elven height or toned, slender, looks. Auburn of hair and pale, jade green of eye, she dresses in expensive form-fitting but flow-y gowns of complementary neutrals. She glides in her movements and they are preternaturally quick. She seems to love baubles and curios of all sorts, sounding like a soft rain as the worn items swish with her gait. There is a clumsiness to her, however, but this seems more an act to catch those that make her out to be an easy mark. One notes that Sylke carries no weapons - not even a dagger, although she does have a single leather wrist wrapping that seems out of place (her Sling).

### What Sylke's Friends Know

Lady Wynde was born on Urulan the year that Eidolon was raised into the skies over Emer. It delights her that she has finally made it to the floating behemoth's environs to see the sky city for herself! She seems honest and earnest enough in her demeanour, but her eyes betray that she has survived a lot in the many years of her life. She tries to play off the sadness seen as something in her eyes but a long, blank, look soon replaces the concern of being found out, as she slips back into a reverie of the past.

With so many tales of yore, and a voracious mind always in her books, Sylke seems more a fabled Loremaster than anything else. This shows up in her poor physical abilities that aren't helped by natural talent vs skill.

*"Are you Going to finish that?", often pointing to a book versus food.*

---

Sylke Wynde

NAME

Magician

PROFESSION

Wood Elf

RACE

Essence

REALM

2

LEVEL

20000

XP

76"

HEIGHT

160

WEIGHT

1400

AGE

F

SEX

57

APP.

Green

EYES

Black

HAIR



ROLEMASTER

Main

Combat

Skills

Spells

Inventory

Notes

	Temp	Pot	Bonus	Race	Spec	Total	DPs
Co	96	96	+15			+15	9
Ag	67	99		+10		+10	6
Sd	85	85	+5	-20		-15	8
Re	90	90	+10		+20	+30	8
Me	86	86	+5	+5		+10	8
St	78	98	+5			+5	
Qu	101	101	+30	+5		+35	
Pr	57	77		+5		+5	
In	73	73				0	Total
Em	99	100	+20	+5		+25	39

INIT STAT GEN

STAT GAIN

	Race	Stat	Item	Spec	Misc	Total
Essence	-5	+25				+20
Channeling	-5	0				-5
Mentalism	-5	+5				0
Disease	+100	+15				+115
Poison	+10	+15				+25
Terror		-15				-15

Hit Points

Total Hits 27

Damage 0

Power Points

Maximum 4

Current 0

Exhaustion

Maximum 96

Used 0

Languages

Erlini

W: 0 S: 0

Uscurac

W: 0 S: 0

W: 0 S: 0

+20 to RE(93) Skill at Magic  
 +25 to Runes(17) Skill at Magic  
 Knighted(16) Skill at Arms



Main

Combat

Skills

Spells

Inventory

Notes

## Weapons

	OB	Fum.	Range Modifications	Use
<input type="checkbox"/> Sling	13	6	10: +15, 60: +0, 120: -40, 180: -65	<input checked="" type="checkbox"/>
<input type="checkbox"/> Fist (bare)	0	1	None	<input checked="" type="checkbox"/>
<input type="checkbox"/> Martial Arts Sweeps	13	2	None	<input checked="" type="checkbox"/>
<input type="checkbox"/> Base Attack Spell	25	2	0: +30, 10: +10, 50: +0, 100: -10, 300	<input checked="" type="checkbox"/>
<input type="checkbox"/> Shock Bolt	25	2	10: +35, 50: +0, 100: -25, 200: -40, 300	<input checked="" type="checkbox"/>

## Martial Arts

	Type	Stats	Bonus	Rank Bonus				Use
				1	2	3	4	
MA - Sweeps R1	Sw/Th	Ag/Ag/St	+8	+5	0	0	0	<input checked="" type="checkbox"/>

## Armor Type

	Stat	Magic	Defensive Bonus			Total
			AD	Shield	Other	
			Min.	Max.	MM Pen. Mis. Pen. Qu Pen	
1 Skin	+35		-25			+10
Armor Maneuver Modifications						



## Skills

	Calc.	Cost	Rank	Rk	Bn	Stat	Level	Item	Spec	Misc	Tot.
■ Acrobatics (Ag/Qu)	Std.	3	1	+5	+23						+28
■ Acting (Pr/Em)	Std.	3/6	1	+5	+15						+20
■ Adrenal Defence	Std.	20		-25	0						-25
■ Adrenal Moves (Pr/Sd)	Std.	6		-25	-5						-30
■ Ambush	Man	9		0	0						0
■ Animal Healing (Em/Re)	Std.	2/6		-25	+28						+3
■ Body Development (Co)	Hits	8	3	+24	+15						+27
■ Caving (Sd/Re)	Std.	3		-25	+8						-17
■ Channeling (In)	Base	7		0	0						0
■ Climb (Ag)	Std.	6		-25	+10						-15
■ Contortions (Ag/Sd)	Std.	5		-25	-2						-27
■ Cookery (In/Re)	Std.	2/6		-25	+15						-10
■ Dance (Ag/In)	Std.	2/6		-25	+5						-20
■ Directed Spells (Ag)	Std.	2/5	3	+15	+10						+25
■ Disarm Traps (In/Ag)	Std.	7		-25	+5						-20
■ Diving (Sd/Ag)	Std.	3		-25	-2						-27
■ Falsification (Sd/Re)	Std.	3		-25	+8						-17
■ First Aid (Sd/Em)	Std.	2/6		-25	+5						-20
■ Fletching (Ag/Sd)	Std.	2/6		-25	-2						-27
■ Foraging (In/Me)	Std.	2/6		-25	+5						-20
■ Frenzy (Em/Sd)	Std.	5		-25	+5						-20
■ Gambling (Me/Pr)	Std.	2/6	1	+5	+8						+13
■ Herding (Em/Pr)	Std.	2/6		-25	+15						-10
■ Hide (Sd)	Std.	---		-25	-15						-40
■ Jousting (St/Ag)	Std.	15		-25	+8						-17
■ Leather-working (Ag/Re)	Std.	3		-25	+20						-5
■ Linguistics	Man	2/*		0	0						0

Main

Combat

Skills

Spells

Inventory

Notes

UNLOCK  
ALL  
SKILLSLOCK  
ALL  
SKILLSSKILL  
DEV



### Skills

	Calc.	Cost	Rank	Rk	Bn	Stat	Level	Item	Spec	Misc	Tot.
■ Lore, General (Me/Re)	Std.	1/3	2	+10	+20						+30
■ Lore, Magical (Me/Re)	Std.	1/4	2	+10	+20						+30
■ Lore, Obscure (Me/Re)	Std.	3/7	1	+5	+20						+25
■ Lore, Technical (Me/Re)	Std.	2/6		-25	+20						-5
■ Man. in Chain (St/Ag)	Base	10		0	+8						+8
■ Man. in Plate (St/Ag)	Base	11		0	+8						+8
■ Man. in Rigid Leather (St/Ag)	Base	9		0	+8						+8
■ Man. in Soft Leather (St/Ag)	Base	9		0	+8						+8
■ Martial Arts - Sweeps R1 (St/Ag)	Std.	9	1	+5	+8						+13
■ Mathematics (Re/Me)	Std.	2/6		-25	+20						-5
■ Meditation (Pr/Sd)	Std.	1/5	2	+10	-5						+5
■ Music (Ag/Em)	Std.	2/6	1	+5	+18						+23
■ Navigation (Re/In)	Std.	2/6		-25	+15						-10
■ Perception (In/Re)	Std.	3	1	+5	+15						+20
■ Pick Locks (In/Ag)	Std.	8		-25	+5						-20
■ Power Point Dev.	PP	1/4		0	+2						0
■ Public-speaking (Em/Pr)	Std.	2/6		-25	+15						-10
■ Ride (Em/Ag)	Std.	3	1	+5	+18						+23
■ Rope-mastery (Me/Ag)	Std.	3	1	+5	+10						+15
■ Rowing (Sd/St)	Std.	3		-25	-5						-30
■ Runes (Em/In)	Std.	1/4	2	+10	+13					+25	+48
■ Sailing (Em/In)	Std.	3		-25	+13						-12
■ Seduction (Em/Pr)	Std.	2/5		-25	+15						-10
■ Signaling (Me/Sd)	Std.	1/5		-25	-2						-27
■ Singing (Pr/In)	Std.	2/6		-25	+3						-22
■ Skiing (Ag/Sd)	Std.	3		-25	-2						-27
■ Smithing (St/Ag)	Std.	3		-25	+8						-17

Main

Combat

Skills

Spells

Inventory

Notes

UNLOCK  
ALL  
SKILLS

LOCK  
ALL  
SKILLS

SKILL  
DEV

Skills	Calc.	Cost	Rank	Rk	Bn	Stat	Level	Item	Spec	Misc	Tot.
■ Spell-mastery	Std.	2/5		-25	0						-25
■ Spells (Em)	Man	1/*	52	0	+25						0
■ Spells - Base - Gate Maste	Std.			-25	+25						0
■ Spells - Base - Light Law (	Base		20	+100	+25						+125
■ Spells - Base - Lofty Bridge	Base		20	+100	+25						+125
■ Spells - Base - Shield Mast	Base			0	+25						+25
■ Spells - Base - Spirit Mast	Base		6	+30	+25						+55
■ Spells - CEB - Invisible Wa	Base		6	+30	+25						+55
■ Spells - OEB - Delving Wa	Base			0	+25						+25
■ Spells - OEB - Unbarring '	Base			0	+25						+25
■ Stalk (Ag/Sd)	Std.	5		-25	-2						-27
■ Star-gazing (In/Me)	Std.	2/6	1	+5	+5						+10
■ Staves & Wands (Em/In)	Std.	1/4	2	+10	+13						+23
■ Stone-carving (Ag/Sd)	Std.	3		-25	-2						-27
■ Streetwise (In/Pr)	Std.	3		-25	+3						-22
■ Subduing (Ag/Qu)	Std.	6		-25	+23						-2
■ Swim (Ag)	Std.	3	1	+5	+10						+15
■ Tracking (In/Re)	Std.	3		-25	+15						-10
■ Trading (Pr/Em)	Std.	3/5		-25	+15						-10
■ Trap-building (Re/Em)	Std.	3/6		-25	+28						+3
■ Trickery (Pr/Qu)	Std.	3	1	+5	+20						+25
■ Tumbling (Ag/Sd)	Std.	3		-25	-2						-27
■ Weather-watching (In/Em)	Std.	1/4		-25	+13						-12
■ Wood-carving (Ag/Em)	Std.	3		-25	+18						-7
■ Wp1 MIS Sling (Ag/Ag/St)	Std.	9	1	+5	+8						+13
■ Wp2 2H	Std.	20		-25	0						-25
■ Wp3 1HC	Std.	20		-25	0						-25

UNLOCK  
ALL  
SKILLS

LOCK  
ALL  
SKILLS

SKILL  
DEV

Main

Combat

Skills

Spells

Inventory

Notes

# Add Spell Lists

Essence

VIEW REALM



SPELL CATEGORY



SPELL LIST



## Spell Lists

- Light Law
- Spirit Mastery
- Lofty Bridge
- Invisible Ways

Type

- Magician Base
- Closed Essence
- Closed Essence
- Closed Essence

Base?

- 
- 
- 
- 

Level

- 10
- 10
- 10
- 10

Chance

- 
- 
- 
- 55

