Malcolm
NAME

Neutral Good
ALIGNMENT

PLAYERNAME

DEITY

Poi2	2000	Human	Medium	5' 8"	170 lbs.	Darkvision (60 ft.), Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
2/3	6000	0	Male		,	-1
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP hit points: 13

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED Walk 30 ft.

AC armor class	17 TOTAL	: 14 FLAT	: 13 TOUCH	= 10 BASE	+ 4 ARMOR BONUS	+ 0 SHIELD BONUS	+ 3 STAT	+ 0 SIZE	+ 0 NATURAL	+ 0 MISC	MISS CHANCE	0 ARCANE SPELL FAILURE	+0 ARMOR CHECK PENALTY	0 SPELL RESIST

INITIATIVE modifier	+3 TOTAL	= +3 DEX MODIFIER	+ +0 MISC MODIFIER

BASE ATTACK bonus: +1

SAVING THROWS

	TOTAL		BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	=	+0	+3	+0	+0	+0		
REFLEX (dexterity)	+3	=	+0	+3	+0	+0	+0		
WILL (wisdom)	+5	=	+3	+2	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+1	+2	+0	+0	+0	
RANGED attack bonus	+4	=	+1	+3	+0	+0	+0	
GRAPPLE attack bonus	+3	=	+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+3/+3			1d4+2			
Special Properties						

***Quarterstaff**		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+3			1d6+3			
Special Properties						

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

SKILLS

MAX RANKS 5/2.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	3	=	3	+	+
✓	Appraise	INT	3	=	3	+	+
✓	Athletics	STR	2	=	2	+	+
✓	Bluff	CHA	4	=	2	+ 2.0	+
✓	Concentration	CON	7	=	3	+ 4.0	+
✓	Craft (Untrained)	INT	3	=	3	+	+
✓	Diplomacy	CHA	4	=	2	+ 2.0	+
✓	Disguise	CHA	2	=	2	+	+
✓	Escape Artist	DEX	3	=	3	+	+
✓	Gather Information	CHA	2	=	2	+	+
✓	Heal	WIS	2	=	2	+	+
✓	Intimidate	CHA	6	=	2	+ 2.0	+ 2
✓	Perception	WIS	8	=	2	+ 2.0	+ 4
✓	Ride	DEX	3	=	3	+	+
✓	Sense Motive	WIS	4	=	2	+ 2.0	+
	Speak Language(Abyssal, Dwarven)		2	=	0	+ 2.0	+
	Spellcraft	INT	7	=	3	+ 4.0	+
✓	Stealth	DEX	3	=	3	+	+
✓	Survival	WIS	2	=	2	+	+
✓	Use Rope	DEX	3	=	3	+	+
				=		+	+
				=		+	+

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

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Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Claw	Carried	1	0.0	0.0
Faerie Garb +3	Equipped	1	0.5	9151.0
Quarterstaff	Equipped	1	4.0	0.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	9151.0 gp

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS

Warcraft
  +1 BAB

SPECIAL QUALITIES

Companion
  Gain a companion of your choice

Companion ~ Might
  Companion gains two positive levels

Companion ~ Storage
  Store spells in your companion

Companion ~ Template ()
  Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.

Disadvantage - Hunted
  Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Disadvantage - Obligations
  You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Disadvantage - Unarmored
  You refuse to use armor for some reason. Charaters you already suffer major penalties for wearing armor can't take this disadvantage.

Duties (+2)
  A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

Fast Learner (+1)
  Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

Invocation
  Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obselete.

Save ~ Will (, ,)
  Increases the Will Save

Specialist
  With Specialist, a character selects one magical specialty, usually an arcane school or a pari of divine domains. The character gains an extra spell slot of each spell level he or she can use of up to level 3. He or she may only memorize or cast spells using these slots with the chosen specialty. Characters may take this without selecting a magical specialty and put any spell in it, but this doubles the base cost as well as the cost of any improvements. Characters using Divine Magic need pay only half price for specialist.

Wizard Magic Level (, ,)
  Wizard Level 3, Casterlevel is 3

Any Weapon Rod
  Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.

Natural Weapon (Claw)
  You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.

+4 racial bonus on saves against sleep and paralysis

Earth Weightlessness
  You float approximately 1" inch off the ground. You will not set of weight based triggers.

Familiar
  You have the Spirit Elemental Familiar

Summon Familiar

FEATS

Feat Conversion to CP ~ 6 (, , ,)
  Covert regular feat to Character Points

Dragonblood
  Sorcerer is a favored class for you. This is in addition to your favored class based on race.

Alertness
  You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES

Claw, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Sling, Spells(Ray), Unarmed Strike

LANGUAGES

Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran

TEMPLATES

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Page 2

Point Buy Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
❑❑❑❑ Acid Splash		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: p.196
Effect: Orb deals 1d3 acid damage.					*Target:* One missile of acid			*Caster Level:* 1	
❑❑❑❑ Amanuesis	13	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
Effect: Copies 250 words per minute.					*Target:* Object or objects with writing			*Caster Level:* 1	
❑❑❑❑ Arcane Mark		None	1 standard action	Permanent	0 ft.	V,S	No	Universal	PHB: p.201
Effect: Inscribes a personal rune [visible or invisible].					*Target:* One personal rune or mark, all of which must fit within 1 sq. ft.			*Caster Level:* 1	
❑❑❑❑ Caltrops		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.42
Effect: Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.					*Target:* See text			*Caster Level:* 1	
❑❑❑❑ Dancing Lights		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light]	PHB: p.216
Effect: Creates torches or other lights.					*Target:* Up to four lights, all within a 10- ft.-radius area			*Caster Level:* 1	
❑❑❑❑ Daze	13	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.217
Effect: Humanoid creature of 4 HD or less loses next action.					*Target:* One humanoid creature of 4 HD or less			*Caster Level:* 1	
❑❑❑❑ Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
Effect: Detects spells and magic items within 60 ft.					*Target:* Cone-shaped emanation			*Caster Level:* 1	
❑❑❑❑ Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: p.219
Effect: Detects poison in one creature or small object.					*Target:* One creature, one object, or a 5-ft. cube			*Caster Level:* 1	
❑❑❑❑ Disrupt Undead		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy	PHB: p.223
Effect: Deals 1d6 damage to one undead.					*Target:* Ray			*Caster Level:* 1	
❑❑❑❑ Electric Jolt		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity]	SC: p.78
Effect: Ranged touch attack delivers 1d3 electric damage.					*Target:* Ray			*Caster Level:* 1	
❑❑❑❑ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].					*Target:* Burst of light			*Caster Level:* 1	
❑❑❑❑ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
Effect: Figment sounds.					*Target:* Illusory sounds			*Caster Level:* 1	
❑❑❑❑ Launch Bolt		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation	SC: p.130
Effect: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					*Target:* One crossbow bolt in your possession			*Caster Level:* 1	
❑❑❑❑ Launch Item		None	1 standard action	Instantaneous	Touch	S	No	Transmutation	SC: p.130
Effect: Launch an item safely to the target you specify where it will act normally upon impact.					*Target:* One Fine item in your possession, weighing up to 10lbs			*Caster Level:* 1	
❑❑❑❑ Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
Effect: Object shines like a torch.					*Target:* Object touched			*Caster Level:* 1	
❑❑❑❑ Mage Hand		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation	PHB: p.249
Effect: 5-pound telekinesis.					*Target:* One nonmagical, unattended object weighing up to 5 lb.			*Caster Level:* 1	
❑❑❑❑ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
Effect: Makes minor repairs on an object.					*Target:* One object of up to 1 lb.			*Caster Level:* 1	
❑❑❑❑ Message		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: p.253
Effect: Whispered conversation at distance.					*Target:* 1 creature/level			*Caster Level:* 1	
❑❑❑❑ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation	PHB: p.258
Effect: Opens or closes small or light things.					*Target:* Object weighing up to 30 lb. or portal that can be opened or closed			*Caster Level:* 1	
❑❑❑❑ Prestidigitation	13	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal	PHB: p.264
Effect: Performs minor tricks.					*Target:* See text			*Caster Level:* 1	
❑❑❑❑ Ray of Frost		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold]	PHB: p.269
Effect: Ray deals 1d3 cold damage.					*Target:* Ray			*Caster Level:* 1	
❑❑❑❑ Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
Effect: Read scrolls and spellbooks.					*Target:* You			*Caster Level:* 1	
❑❑❑❑ Repair Minor Damage		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation	SC: p.173
Effect: Repair a construct 1 point of damage.					*Target:* Construct touched			*Caster Level:* 1	
❑❑❑❑ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect: Subject gains +1 on saving throws.					*Target:* Creature touched			*Caster Level:* 1	
❑❑❑❑ Silent Portal	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (25 ft.)	S	Yes [object]	Illusion (Glamer)	SC: p.190
Effect: Negates the sound of opening/closing any portal [door,window,etc.].					*Target:* One portal			*Caster Level:* 1	
❑❑❑❑ Sonic Snap	13	Will partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.195
Effect: Deal 1 pt of damage and target must save or be deafened for 1 round.					*Target:* One creature or object			*Caster Level:* 1	

* =Domain/Speciality Spell

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Page 3

Point Buy Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
❑❑❑❑❑ Stick	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
Effect: Sticks one object to another; see text.					*Target:* Nonmagical, unattended object weighing up to 5lbs			*Caster Level:* 1	
❑❑❑❑❑ Touch of Fatigue	13	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
Effect: Touch attack fatigues target.					*Target:* Creature touched			*Caster Level:* 1	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
❑❑❑❑ Enlarge Person	14	Fortitude negates	1 round	1 minute/level [D]	Close (25 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
Effect: Creatures size increases to next category					*Target:* One humanoid creature			*Caster Level:* 1	
❑❑❑❑ Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
Effect: Subject is forced to delay; see text.					*Target:* One creature			*Caster Level:* 1	
❑❑❑❑ Mage Armor	14	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
Effect: Gives subject +4 armor bonus.					*Target:* Creature touched			*Caster Level:* 1	
❑❑❑❑ Magic Missile		None	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.					*Target:* Up to five creatures, no two of which can be more than 15 ft. apart			*Caster Level:* 1	
❑❑❑❑ Nerveskitter	14	None [harmless]	1 immediate action	1 round	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.146
Effect: Grants +5 bonus on initiative checks.					*Target:* One creature			*Caster Level:* 1	
❑❑❑❑ Summon Monster I		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
Effect: Calls extraplanar creature to fight for you.					*Target:* One summoned creature			*Caster Level:* 1	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
❑❑❑❑ Combust	15	Reflex partial	1 standard	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extiguished.					*Target:* Touched creature or combustible object that weighs no more than 25 lb/level			*Caster Level:* 1	
❑❑❑❑ Electric Loop	15	Reflex half; see text	1 standard action	Instantaneous	Close (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
Effect: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.					*Target:* One creature/3 levels, each of which is adjacent to another target			*Caster Level:* 1	
❑❑❑❑ Fly, Swift	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
Effect: This spell functions like fly, except as noted.					*Target:* You			*Caster Level:* 1	
❑❑❑❑ Scorching Ray		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
Effect: 0 rays, ranged touch attack deals 4d6 fire damage.					*Target:* 1 ray + 1 ray/4 levels [see text]			*Caster Level:* 1	
❑❑❑❑ Summon Monster II		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					*Target:* One or more summoned creatures, no two of which can be more than 30 ft. apart			*Caster Level:* 1	
❑❑❑❑ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (25 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
Effect: Summons swarm of bats, rats, or spiders.					*Target:* One swarm of bats, rats, or spiders			*Caster Level:* 1	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
❑❑❑❑ Haste	16	Fortitude negates (harmless)	1 standard action	1 round/level	Close (25 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					*Target:* 1 creature/level, no two of which can be more than 30 ft. apart			*Caster Level:* 1	
❑❑❑❑ Servant Horde		None	1 standard action	1 hour/level	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
Effect: Creates 2d6 +1 per caster level [max +15] unseen servants.					*Target:* Invisible, mindless, shapeless servants			*Caster Level:* 1	
❑❑❑❑ Snake's Swiftness, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect: Subjects may make another single attack melee or ranged; see text.					*Target:* Allied creatures in a 20-ft.-radius burst			*Caster Level:* 1	
❑❑❑❑ Summon Monster III		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
Effect: Calls extraplanar creature to fight for you.					*Target:* One or more summoned creatures, no two of which can be more than 30 ft. apart			*Caster Level:* 1	
❑❑❑❑ Vampiric Touch		None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298
Effect: Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.					*Target:* Living creature touched			*Caster Level:* 1	

* =Domain/Speciality Spell

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Page 4

Notes:

Character Sheet Notes:

Missing Invocation

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Page 5