Portrait		IDEN	ITITY					MISCEL	LANEOUS		150 Роілт	s 🗹		
	NAME CO	nnor mad	Phellid	eain		С	REATED		5, 2025, 5:2		0 UNSPEN			
	TITLE Magician				Modified Jan						26 ANCEST	RY		
	Organization							2			80 ATTRIBUTES			
									3	36 Advantages				
	Sender Male				SCRIPTION	X	LLus	Ded		-2	25 DISADV	ANTAGES		
		e	☆ HEIGHT 5'9" ☆ WEIGHT 136 lb			 		Red		-5 QUIRKS				
	, 10L - 1	. 1						Green			9 SKILLS			
	BIRTHDAY May	y I				X;			, Freckled	1	9 SPELLS			
	RELIGION			TL 3		-\+	HAND	Left						
PRIMARY ATTRIBUTES	SECONDARY ATT	RIBUTES		ĺ	Humanoid					ance, M ove				
[-10] 9 STRENGTH (ST)	[-15] 11 WILL		ROLL		OCATION	DR	÷		EVEL		AD MOVE			
[40] 12 DEXTERITY (DX)	[0] 11 FRIGHT			Eyes		-			None	16		8		
[80] 14 INTELLIGENCE (IQ)	[-15] 12 PERCEPT	fion (Per)		SKUL					LIGHT	32		7		
[0] 10 HEALTH (HT)	[0] 12 VISION		5	FACE		-			Medium	48		6		
Basic Damage	[0] 12 HEARING	6	6-7		IT LEG -2	-			Heavy	96		5		
1d-2 BASIC THRUST	[0] 12 TASTE 8	SMELL	8		IT ARM -2			4	X-Heavy	160	b 1	4		
1d-1 BASIC SWING	[0] 12 Touch		9-10	Tors					LIFTING	& MOVING	Things			
	[0] 5.5 BASIC S	PEED	11	Gro		-		1	6 Ib BASIC	LIFT				
	[0] 5 BASIC N	IOVE	12		- Arm -2			3	2 Ib ONE-H	HANDED LIF	г			
	Pools		13-14			-		12	8 lb Two-ł	HANDED LIF	Т			
[0] 10 OF 10 FP [RESTED			15	HAN	-	0		19	2 Ib SHOVE	E & KNOCK	Over			
[0] 9 OF 9 HP [HEALTH	-		16	Foo		-			4 lb RUNNI			VER		
	11]		17-18	NEC				24	0 Ib CARRY	ON BACK				
				νιτα	LS -3	1			0 Ib Shift					
<u>±</u>	REACTION				±		<u> </u>		Conditio	NI				
+1 from buyers and crit						all IO a	nd IO	-based	skill rolls,		e for the t	ask		
	1105								entrating of			ask		
						all mel			cintrating	511				
									items mor	e than 1 y	d away			
	Melee Weapon				Usag			PARRY	Вгоск	Damage	Reach	ST		
Natural Attacks					Bite	12				1d-3 cr				
Natural Attacks										14 0 01	С			
Natural Attacks					Kick	10	N	0	No	1d-2 cr	C,1			
Oursetsetsff 🗖					Kick Puncl			0						
Quarterstaff 🖪						1 12	9	-	No	1d-2 cr	C,1	7†		
Staff					Puncl Swun	n 12 g 13	9 1'	-	No No	1d-2 cr 1d-3 cr 1d+1 cr	C,1 C 1-2			
Staff Quarterstaff					Punc	n 12 g 13	9	-	No No	1d-2 cr 1d-3 cr	C,1 C	7† 9†		
Staff Quarterstaff Staff Two-Handed Sword					Puncl Swun Swun	n 12 g 13 g 7	9 1 ⁻ 6	1	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr	C,1 C 1-2 1-2	9†		
Staff Quarterstaff					Puncl Swun	n 12 g 13 g 7	9 1 ⁻ 6	1	No No No	1d-2 cr 1d-3 cr 1d+1 cr	C,1 C 1-2			
Staff Quarterstaff Two-Handed Sword Quarterstaff S					Puncl Swun Swun	n 12 g 13 g 7 t 13	9 1 ⁻ 6	1	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr	C,1 C 1-2 1-2	9†		
Staff Quarterstaff Two-Handed Sword Quarterstaff Staff					Puncl Swun Swun Thrus	n 12 g 13 g 7 t 13	9 11 6 11	1	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr	C,1 C 1-2 1-2 1-2	9† 7†		
Staff Quarterstaff Staff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Quarterstaff	n Us	age SI			Puncl Swun Swun Thrus	n 12 g 13 g 7 t 13 t 7	9 11 6 11	1	No No No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr	C,1 C 1-2 1-2 1-2	9† 7†		
Staff Quarterstaff Staff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Two-Handed Sword	N Us	AGE SI			Puncl Swun Swun Thrus Thrus	n 12 g 13 g 7 t 13 t 7	9 1 ⁻ 6 1 ⁻ 6	1	No No No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr	C,1 C 1-2 1-2 1-2 2	9† 7† 9†		
Staff Quarterstaff Staff Quarterstaff Staff Quarterstaff Quarterstaff Cuarterstaff Cuarterstaff	N Us	13		10	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc	n 12 g 13 g 7 t 13 t 7 int 4	9 1' 6 1' 6 8 8 8 8 8 8 8 8 8 8 8 8	1 1 RoF	No No No No No SHOTS	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr Вицк	C,1 C 1-2 1-2 1-2 2 RECOIL	9† 7† 9† ST		
Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Ranged Weapon Stone Missile Trait	N Us	13 Ртѕ	2		Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc	n 12 g 13 g 7 t 13 t 7 int 4	9 1' 6 1' 6 8 8 8 8 8 8 8 8 8 8 8 8	1 1 RoF	No No No No No SL R:	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr BULK	C,1 C 1-2 1-2 1-2 2 RECOIL	9† 7† 9†		
Staff Quarterstaff Staff Quarterstaff Quarterstaff Staff Quarterstaff Cuarterstaff Cuarterstaff	N Us	13 Ртѕ		10 9 -	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc	n 12 g 13 g 7 t 13 t 7 lint 4 LL / Tec y/TL3	9 1 6 1 1 6 2 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	1 1 RoF	No No No No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSS No SSSSS No SSSS No SSSSSS No SSSSSS No SSSSS NO SSSSS NO SSSSS NO SSSSS NO SSSSS NO SSSSSS NO SSSSS NO SSSSS NO SSSSS NO SSSSS NO SSSSS NO SSSSSS NO SSSSS NO SSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSS NO SSSSSSSS	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr BULK SL PTS 2	C,1 C 1-2 1-2 1-2 2 RECOIL 2 2 8174	9† 7† 9† ST		
Staff Quarterstaff Two-Handed Sword Quarterstaff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks	N Us	13 Ртs 0	2	10	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc	n 12 g 13 g 7 t 13 t 7 int 4 ul / Teo y/TL3	9 1 6 1 7 6 8 8 8 8 8 8 8 9 9 1 1 1 1 1 1 1 1 1 1 1	1 1 RoF	No No No No SL R 12 IQ	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr Виск SL Ртs 2 :	C,1 C 1-2 1-2 2 2 RECOIL 2 <u>B174</u> 1 <u>B179</u>	9† 7† 9† ST		
Staff Quarterstaff Cuarterstaff Cuarterstaff Staff Quarterstaff Cuarterstaff Cua		13 P⊤s 0 26 26	2	1 9 - -	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist ([n 12 g 13 g 7 t 13 t 7 hint 4 LL / Teo y/TL3 prawing sseur (I	9 1 6 1 1 6 8 8 8 8 8 8 8 9 1 1 1 1 1 1 1 1 1 1 1 1	1 1 RoF	No I No </td <td>1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr Виск SL Ртs 2 2 1</td> <td>C,1 C 1-2 1-2 2 2 RECOIL 2 8 174 1 8179</td> <td>9† 7† 9† ST</td>	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr Виск SL Ртs 2 2 1	C,1 C 1-2 1-2 2 2 RECOIL 2 8 174 1 8179	9† 7† 9† ST		
Staff Quarterstaff 🗟 Two-Handed Sword Quarterstaff 🗟 Staff Quarterstaff 🗟 Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Advantages Extended Lifesp Matures at Human	an 1 🖻 Speed	13 PTS 0 26 26 1	2 <u>B271</u> <u>B53</u>	1 9 - - -	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois	n 12 g 13 g 7 t 13 t 7 bint 4 y/TL3 prawing sseur (1 sseur (1	9 1 6 1 1 6 8 8 8 8 8 8 8 9 9 8 9 9 8 8 8 9 1 1 1 1	1 1 RoF	No I No </td <td>1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr BULK SL PTS 2 2 1 1 1 1 1</td> <td>C,1 C 1-2 1-2 2 RECOIL 2 8 8174 1 8185+ 1 8185+ 1 8185+ 2 8198</td> <td>9† 7† 9† ST</td>	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr BULK SL PTS 2 2 1 1 1 1 1	C,1 C 1-2 1-2 2 RECOIL 2 8 8174 1 8185+ 1 8185+ 1 8185+ 2 8198	9† 7† 9† ST		
Staff Quarterstaff Quarterstaff Staff Quarterstaff Staff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Half-Elf Ancestry Advantages Extended Lifesp Matures at Human Increased Perce	an 1 🖻 Speed	13 PTs 0 26 26 1 5	2 B271 B53 B16	1 9 - - -	Puncl Swun Swun Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 y/TL3 brawing sseur (I sseur (I stat)))))	9 1 6 1 1 6 2 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	1 RoF E	No I No </td <td>1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr SL PTS 2 2 1 1 2 1 1 1 1</td> <td>C,1 C 1-2 1-2 2 RECOIL 2 <u>B174</u> 1 <u>B185+</u> 1 <u>B185+</u> 1 <u>B185+</u> 2 <u>B198</u> 2 <u>B201</u></td> <td>9† 7† 9† ST</td>	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr SL PTS 2 2 1 1 2 1 1 1 1	C,1 C 1-2 1-2 2 RECOIL 2 <u>B174</u> 1 <u>B185+</u> 1 <u>B185+</u> 1 <u>B185+</u> 2 <u>B198</u> 2 <u>B201</u>	9† 7† 9† ST		
Staff Quarterstaff G Uuarterstaff Staff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Half-Elf Ancestry Advantages Extended Lifesp Matures at Human Increased Perce Longevity	an 1 🖬 Speed sption 1	13 PTs 0 26 26 1 5	2 <u>B271</u> <u>B53</u>	1 9 - - -	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 y/TL3 brawing sseur (I sseur (I stat)))))	9 1 6 1 1 6 2 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d-1 cr SL PTS 2 2 1 1 1 1 1 1 1	C,1 C 1-2 1-2 2 RECOIL 2 <u>B174</u> 1 <u>B185+</u> 1 <u>B185+</u> 1 <u>B185+</u> 2 <u>B198</u> 2 <u>B201</u> 2 <u>B217</u>	9† 7† 9† ST		
Staff Quarterstaff 🗟 Two-Handed Sword Quarterstaff 🗟 Staff Quarterstaff 🗟 Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Advantages Extended Lifesp Matures at Human Increased Perce Longevity 🗟 You fail aging rolls	an 1 🖬 Speed Sption 1 only on a 17 or 18,	13 PTs 0 26 26 1 5	2 B271 B53 B16	1 9 - - -	Puncl Swun Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc Staff	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 8174 1 8179 1 8185+ 1 8185+ 1 8185+ 2 8198 2 8201 2 8217 4 8208	9† 7† 9† ST		
Staff Quarterstaff Quarterstaff Staff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Advantages Extended Lifesp Matures at Human Increased Perce Longevity	an 1 🖬 Speed Sption 1 only on a 17 or 18,	13 PTs 0 26 26 1 5	2 B271 B53 B16	1 9 - - -	Puncl Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 <u>B174</u> 1 <u>B185+</u> 1 <u>B185+</u> 1 <u>B185+</u> 2 <u>B198</u> 2 <u>B201</u> 2 <u>B217</u>	9† 7† 9† ST		
Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks ♥ Half-Elf (Ancestry) ♥ Advantages Extended Lifesp Matures at Human Increased Percer Longevity You fail aging rolls or only on an 18 if y	an 1 🖬 Speed Sption 1 only on a 17 or 18,	13 PTs 0 26 26 1 5 2	2 B271 B53 B16	1 9 - - -	Puncl Swun Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc Staff	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 8174 1 8179 1 8185+ 1 8185+ 1 8185+ 2 8198 2 8201 2 8217 4 8208	9† 7† 9† ST		
Staff Quarterstaff Quarterstaff Staff Quarterstaff Staff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks ✓ Half-Elf Ancestry Advantages Extended Lifesp Matures at Human Increased Percee Longevity You fail aging rolls or only on an 18 if y 17 or better Magery 0	an 1 🖬 Speed Sption 1 only on a 17 or 18,	13 PTs 0 26 26 1 5 2 5	2 B271 B53 B16 B66	1() - - !	Puncl Swun Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc Staff	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 8174 1 8179 1 8185+ 1 8185+ 1 8185+ 2 8198 2 8201 2 8217 4 8208	9† 7† 9† ST		
Staff Quarterstaff Quarterstaff Staff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Advantages Extended Lifesp Matures at Human Increased Percer Longevity You fail aging rolls or only on an 18 if y 17 or better Magery 0 Resistant to Ing Ingested Poison; +3	ean 1 🖬 Speed Sption 1 only on a 17 or 18, your modified HT is ested Poison 🖬	13 PTs 0 26 26 1 5 2 5	2 <u>B271</u> <u>B53</u> <u>B16</u> <u>B66</u> <u>B66</u>	1(Puncl Swun Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc Staff	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 8174 1 8179 1 8185+ 1 8185+ 1 8185+ 2 8198 2 8201 2 8217 4 8208	9† 7† 9† ST		
Staff Quarterstaff G Uuarterstaff G Uuarterstaff Quarterstaff G Uuarterstaff G Uuarterstaff T Wo-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Half-Elf Ancestry Advantages Extended Lifesp Matures at Human Increased Perce Longevity You fail aging rolls or only on an 18 if y 17 or better Magery 0 Resistant to Ing Ingested Poison; +3 resist	ested Poison E 3 to all HT rolls to	13 PTS 0 26 26 1 5 2 5 4	2 <u>B271</u> <u>B53</u> <u>B16</u> <u>B66</u> <u>B81+</u>	1(Puncl Swun Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc Staff	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 8174 1 8179 1 8185+ 1 8185+ 1 8185+ 2 8198 2 8201 2 8217 4 8208	9† 7† 9† ST		
Staff Quarterstaff Quarterstaff Staff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Quarterstaff Two-Handed Sword RANGED WEAPON Stone Missile TRAIT Natural Attacks Advantages Extended Lifesp Matures at Human Increased Percer Longevity You fail aging rolls or only on an 18 if y 17 or better Magery 0 Resistant to Ing Ingested Poison; +3	ested Poison E 3 to all HT rolls to	13 PTS 0 26 26 1 5 2 5 4	2 <u>B271</u> <u>B53</u> <u>B16</u> <u>B66</u> <u>B66</u>	1(Puncl Swun Swun Swun Thrus Thrus DAMAGE d+1 cr/pc Alchem Artist (I Connois Geology Innate A Researc Staff	n 12 g 13 g 7 t 13 t 7 bint 4 bint 4 brawing seur (I sseur (I sseu	9 1 6 1 7 6 8 7 8 8 8 8 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 8 9 7 7 8 9 7 7 7 8 9 7 7 7 7	1 RoF E	No No No	1d-2 cr 1d-3 cr 1d+1 cr 1d+1 cr 1d cr 1d cr 1d-1 cr Вицк SL Ртs 2 : 1	C,1 C 1-2 1-2 2 RECOIL 2 8174 1 8179 1 8185+ 1 8185+ 1 8185+ 2 8198 2 8201 2 8217 4 8208	9† 7† 9† ST		

Trait			Ртѕ		9
Language: Ulbethian 🖬 Native; Spoken (Native); Written (Native)			0	<u>B24</u>	!
Language: Elvish I 🗖 Spoken (Native); Written (Native)	6	<u>B24</u>	!		
Advantages	30		-		
Magery 3	30	<u>B66</u>	!		
Disadvantages	-25		-		
Absent-Mindedness 🗟 Once adrift in your own thoughts, you must roll against Perception-5 in order to notice any event short of per physical injury	-15	<u>B122</u>			
Bad Sight (Nearsighted) 🖬 Mitigator (Glasses) Double actual distance to the target when calculating the range modifier for ranged attacks	-10	<u>B123</u>			
Quirks	-5		-		
Likes a Drink or Three	-1		!		
Unused Quirk	-1				
Unused Quirk		-1			
Unused Quirk			-1		
Unused Quirk			-1		
Spell	SL	RSL	Pts		
Analyze Magic 🖬 Ritual: speak a word or two OR make a small gesture; Cost: -1	15	IQ+1	1	<u>M102</u>	
Resistance: Spells that conceal magic; Class: Info; Cast: 8; Time: 1 hr; Duration: Instant; College: Knowledge	15	10.1	2		
Comprehend Native Language 🖬 Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1; Time: 1 sec; Duration: Instant; College: True Name, Communication and Empathy	15	IQ+1	2		
Counterspell Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cast: Half countered spell; Time: 5 sec; Duration: Instant; College:	15	IQ+1	1	<u>M121</u>	
Meta Create Earth	15	IQ+1	1	<u>M51</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2/25 cu ft; Time: 1 sec; Duration: Permanent; College: Earth Detect Magic 🗟	15	IQ+1	1	M101	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Time: 5 sec; Duration: Instant; College: Knowledge	15				
Dispel Magic 🗟 Ritual: speak a word or two OR make a small gesture; Cost: -1	15	IQ+1	1	<u>M126</u>	
Resistance: Subject spells; Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Meta Earth to Stone Ritual: speak a word or two OR make a small gesture; Cost: -1	15	IQ+1	1	<u>M51</u>	
Class: Regular; Cast: 3/25 cu ft #; Time: 1 sec; Duration: Permanent; College: Earth Eavesdropping Ritual: speak quietly and make a gesture	14	IQ	1		
Resistance: Subject Spell; Class: Regular; Cast: 2; Maintain: 2; Time: 1 sec; Duration: 1 minute; College: True Name					
Flesh to Stone 🖬 Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Regular; Cast: 10#; Time: 2 sec; Duration: Instant; College: Earth	15	IQ+1	1	<u>M51</u>	
Identify Spell 🖬 Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Knowledge	15	IQ+1	1	<u>M102</u>	
Lend Energy 🖬 Ritual: speak a word or two OR make a small gesture; Cost: -1	15	IQ+1	1	<u>M89</u>	
Class: Regular; Cast: 1/pt; Time: 1 sec; Duration: Permanent; College: Healing Recover Energy Ritual: speak a word or two OR make a small gesture; Cost: -1	15	IQ+1	1	<u>M89</u>	
Class: Special; Cast: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Healing Seek Earth	15	IQ+1	1	<u>M50</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 3; Time: 10 sec; Duration: Instant; College: Earth Sending 🖬	15	IQ+1	1		
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 minute; College: True Name					
Shape Earth 료 Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1 per 25 cu yard; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Earth	15	IQ+1	1	<u>M50</u>	

			Spell						SL	RSL	Ртѕ		
Stone Missile 🖬								15	IQ+1	1	<u>M52</u>		
Ritual: speak a word or two OR make a small gesture; Cost: -1													
Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Earth									45	10.1	4	1454	
Stone to Earth 🖬								15	IQ+1	1	<u>M51</u>		
	Ritual: speak a word or two OR make a small gesture; Cost: -1												
	Class: Regular; Cast: 6 per 25 cu ft; Time: 1 sec; Duration: Permanent; College: Earth Stone to Flesh 🛱								15	IQ+1	1	M53	
	Ritual: speak a word or two OR make a small gesture; Cost: -1								.0	1.4.1			
	Class: Regular; Cast: 10; Time: 5 sec; Duration: Instant; College: Earth												
 ✓ 	#		Carried Equipment (12.002 lb; \$915)	Uses	TL	LC	0	Â		}]	\$≜		9
✓	1		6 pt Powerstone	6			790	0.002 lb)	790	0.002 lb	M20	
1	1 Sackpack, Small 1 60				3 lb)	65	4 lb	B288				
 ✓ 	1		Personal Basics 🖪		0		5	1 lb)	5	1 lb	B288	
		Minimum gear for camping: -2 to any Survival											
			-	oll without it. Includes utensils, tinderbox or									
~	1		flint and steel, towel, etc., as TL permits.		1		50	4 16		50	1 lb	D 202	
v	1		Flexible, concealable		1		50	4 lb	,	50	4 lb	<u>B283</u>	
1	1		Quarterstaff		0		10	4 lb	,	10	4 lb	B273	
					5		10	-7 IL		10	עוד	5275	
	Note												2
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