

PORTRAIT	IDENTITY		MISCELLANEOUS		150 POINTS		
	NAME	Connor mac Phellideain	CREATED	Jan 6, 2025, 5:26 PM	0 UNSPENT		
	TITLE	Magician	MODIFIED	Jan 6, 2025, 7:43 PM	26 ANCESTRY		
	ORGANIZATION		PLAYER		80 ATTRIBUTES		
DESCRIPTION							
	GENDER	Male	HEIGHT	5'9"	HAIR	Red	36 ADVANTAGES
	AGE	24	WEIGHT	136 lb	EYES	Green	-25 DISADVANTAGES
	BIRTHDAY	May 1	SIZE	+0	SKIN	White, Freckled	-5 QUIRKS
	RELIGION		TL	3	HAND	Left	19 SKILLS
							19 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[10]	9 STRENGTH (ST)	[-15]	11 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[40]	12 DEXTERITY (DX)	[0]	11 FRIGHT CHECK		EYES	-9	0		0 NONE	16 lb	5	8
[80]	14 INTELLIGENCE (IQ)	[-15]	12 PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	32 lb	4	7	
[0]	10 HEALTH (HT)	[0]	12 VISION	5	FACE	-5	0	2 MEDIUM	48 lb	3	6	
BASIC DAMAGE		[0]	12 HEARING	6-7	RIGHT LEG	-2	0	3 HEAVY	96 lb	2	5	
1d-2 BASIC THRUST		[0]	12 TASTE & SMELL	8	RIGHT ARM	-2	1	4 X-HEAVY	160 lb	1	4	
1d-1 BASIC SWING		[0]	12 TOUCH	9-10	TORSO	+0	1	LIFTING & MOVING THINGS				
		[0]	5.5 BASIC SPEED	11	GROIN	-3	0	16 lb	BASIC LIFT			
		[0]	5 BASIC MOVE	12	LEFT ARM	-2	1	32 lb	ONE-HANDED LIFT			
POINT POOLS				13-14	LEFT LEG	-2	0	128 lb	TWO-HANDED LIFT			
[0]	10 OF 10 FP [RESTED]			15	HAND	-4	0	192 lb	SHOVE & KNOCK OVER			
[0]	9 OF 9 HP [HEALTHY]			16	FOOT	-4	0	384 lb	RUNNING SHOVE & KNOCK OVER			
				17-18	NECK	-5	0	240 lb	CARRY ON BACK			
					VITALS	-3	1	800 lb	SHIFT SLIGHTLY			

±	REACTION	±	CONDITION
+1	from buyers and critics	-5	to all IQ and IQ-based skill rolls, save those for the task you are currently concentrating on
		-2	to all melee attacks
		-6	to Vision rolls to spot items more than 1 yd away

MELEE WEAPON	USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Natural Attacks	Bite	12	No	No	1d-3 cr	C	
Natural Attacks	Kick	10	No	No	1d-2 cr	C,1	
Natural Attacks	Punch	12	9	No	1d-3 cr	C	
Quarterstaff	Swung	13	11	No	1d+1 cr	1-2	7+
Staff							
Quarterstaff	Swung	7	6	No	1d+1 cr	1-2	9+
Two-Handed Sword							
Quarterstaff	Thrust	13	11	No	1d cr	1-2	7+
Staff							
Quarterstaff	Thrust	7	6	No	1d-1 cr	2	9+
Two-Handed Sword							

RANGED WEAPON	USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Stone Missile		13	2	1d+1 cr/point	40/80					

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Natural Attacks	0	B271	—	Alchemy/TL3	12	IQ-2	2	B174	
Half-Elf	26		—	Artist (Drawing)	13	IQ-1	1	B179	
Advantages	26		—	Connoisseur (Beer)	13	IQ-1	1	B185+	
Extended Lifespan 1	1	B53	!	Connoisseur (Wine)	13	IQ-1	1	B185+	
Matures at Human Speed				Geology/TL3 (Earthlike)	13	IQ-1	2	B198	
Increased Perception 1	5	B16		Innate Attack (Projectile)	13	DX+1	2	B201	
Longevity	2	B66		Research/TL3	14	IQ	2	B217	
You fail aging rolls only on a 17 or 18, or only on an 18 if your modified HT is 17 or better				Staff	13	DX+1	4	B208	
Magery 0	5	B66	!	Thaumatology	16	IQ+2	4	B225	
Resistant to Ingested Poison	4	B81+	!						
Ingested Poison; +3 to all HT rolls to resist									
Talent (Gifted Artist) 1	5	B90+							
True Name	4								

TRAIT		PTS		
<b>Language: Ulbethian</b>	Native; Spoken (Native); Written (Native)	0	<u>B24</u>	!
<b>Language: Elvish I</b>	Spoken (Native); Written (Native)	6	<u>B24</u>	!
<b>Advantages</b>		30		—
<b>Magery 3</b>		30	<u>B66</u>	!
<b>Disadvantages</b>		-25		—
<b>Absent-Mindedness</b>	Once adrift in your own thoughts, you must roll against Perception-5 in order to notice any event short of personal physical injury	-15	<u>B122</u>	
<b>Bad Sight (Nearsighted)</b>	Mitigator (Glasses) Double actual distance to the target when calculating the range modifier for ranged attacks	-10	<u>B123</u>	
<b>Quirks</b>		-5		—
<b>Likes a Drink or Three</b>		-1		!
<b>Unused Quirk</b>		-1		
<b>Unused Quirk</b>		-1		
<b>Unused Quirk</b>		-1		
<b>Unused Quirk</b>		-1		

SPELL	SL	RSL	PTS		
<b>Analyze Magic</b>	15	IQ+1	1	<u>M102</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Spells that conceal magic; Class: Info; Cast: 8; Time: 1 hr; Duration: Instant; College: Knowledge					
<b>Comprehend Native Language</b>	15	IQ+1	2		
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					
<b>Counterspell</b>	15	IQ+1	1	<u>M121</u>	
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: Meta					
<b>Create Earth</b>	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					
<b>Detect Magic</b>	15	IQ+1	1	<u>M101</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Time: 5 sec; Duration: Instant; College: Knowledge					
<b>Dispel Magic</b>	15	IQ+1	1	<u>M126</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spells; Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Meta					
<b>Earth to Stone</b>	15	IQ+1	1	<u>M51</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3/25 cu ft #; Time: 1 sec; Duration: Permanent; College: Earth					
<b>Eavesdropping</b>	14	IQ	1		
Ritual: speak quietly and make a gesture Resistance: Subject Spell; Class: Regular; Cast: 2; Maintain: 2; Time: 1 sec; Duration: 1 minute; College: True Name					
<b>Flesh to Stone</b>	15	IQ+1	1	<u>M51</u>	
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					
<b>Identify Spell</b>	15	IQ+1	1	<u>M102</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Knowledge					
<b>Lend Energy</b>	15	IQ+1	1	<u>M89</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1/pt; Time: 1 sec; Duration: Permanent; College: Healing					
<b>Recover Energy</b>	15	IQ+1	1	<u>M89</u>	
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Healing					
<b>Seek Earth</b>	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					
<b>Sending</b>	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					
<b>Shape Earth</b>	15	IQ+1	1	<u>M50</u>	
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					

SPELL		SL	RSL	PTS								
<b>Stone Missile</b>		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												
<b>Stone to Earth</b>		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												
<b>Stone to Flesh</b>		15	IQ+1	1	<u>M53</u>							
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 10; Time: 5 sec; Duration: Instant; College: Earth												
✓	#	CARRIED EQUIPMENT (12.002 LB; \$915)	USES	TL	LC							
✓	1	<b>6 pt Powerstone</b>	6			790	0.002 lb	790	0.002 lb		<u>M20</u>	
✓	1	<input checked="" type="checkbox"/> <b>Backpack, Small</b>		1		60	3 lb	65	4 lb		<u>B288</u>	
✓	1	<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	1 lb	5	1 lb		<u>B288</u>	
✓	1	<b>Leather Jacket</b> Flexible, concealable		1		50	4 lb	50	4 lb		<u>B283</u>	
✓	1	<b>Quarterstaff</b>		0		10	4 lb	10	4 lb		<u>B273</u>	
NOTE												
												-