

|                     |                     |                                |
|---------------------|---------------------|--------------------------------|
| <b>ST</b> 9* [ 0]   | <b>HP</b> 9 [ 0]    | <b>Basic Speed</b> 5,25 [ 0]   |
| <b>DX</b> 11† [ 0]  | <b>Will</b> 15 [ 0] | <b>Basic Move</b> 5 [ 0]       |
| <b>IQ</b> 15† [ 80] | <b>Per</b> 15 [ 0]  | <b>BL</b> 16 lb (ST×ST)/5      |
| <b>HT</b> 10 [ 0]   | <b>FP</b> 13‡ [ 0]  | <b>Thr</b> 1d-2 <b>Sw</b> 1d-1 |
| <b>TL</b> 3 [ 0]    | <b>SM</b> +0        |                                |

\* Includes: -1 from 'Racial ST Penalty'    ‡ Includes: +3 from 'Extra Fatigue Points'  
 † Includes: +1 from 'Dark Elves (Banestorm)'

|                       |                           |                          |
|-----------------------|---------------------------|--------------------------|
| <b>Vision</b> 15      | <b>Fright Check</b> 15    | <b>High Jump</b> 1.67 ft |
| <b>Hearing</b> 15     | <b>Consciousness</b> 10   | <b>Money</b> 0*          |
| <b>Touch</b> 15       | <b>Death Check</b> 10     |                          |
| <b>Taste/Smell</b> 15 | <b>Broad Jump</b> 2.33 yd |                          |

\* Includes: -1800 from 'Money', +2000 from 'Money', +22325 from 'Money', +700 from 'Money', -320 from 'Money', -900 from 'Money', -6000 from 'Money'

| ENCUMBRANCE TABLE |       |           |       |       |        |
|-------------------|-------|-----------|-------|-------|--------|
| Name              | None  | « Light » | Med   | Hvy   | X-Hvy  |
| Lifting           | x1    | x2        | x3    | x6    | x10    |
| Basic             | 16 lb | 32 lb     | 48 lb | 96 lb | 160 lb |
| Movement          | x1    | x0.8      | x0.6  | x0.4  | x0.2   |
| Ground            | 5 yd  | 4 yd      | 3 yd  | 2 yd  | 1 yd   |
| Water             | 1 yd  | 1 yd      | 1 yd  | 1 yd  | 1 yd   |
| Dodge             | 8     | 7         | 6     | 5     | 4      |

| LIFTING FEATS |              |              |               |                |                |
|---------------|--------------|--------------|---------------|----------------|----------------|
| Name          | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
| Basic         | 32 lb        | 128 lb       | 192 lb        | 240 lb         | 800 lb         |

\* Takes 2 seconds to complete    ‡ Double with a running start  
 † Takes 4 seconds to complete    § Lose 1 FP/sec while over X-Hvy enc.

| TEMPLATES AND META-TRAITS  |       |
|--|-------|
| Name   | Pts   |
| Dark Elves (Banestorm) {p. BS190}  | [ 31] |
| Description: The "Dark Elves" are not a race, but a cult or philosophical group. They believe that orcs in particular, and non-elves in general, represent an aberration; a crime against nature. Therefore, they must be tamed or destroyed. All full members of the cult must have a certain amount of magical talent. Many cultists live in the Blackwoods, but there are others elsewhere.   |       |
| Racial ST Penalty -1 (Size, +0%)   | [-10] |
| Appearance (Attractive) {p. B21}   | [ 4]  |
| Magery 0 {p. B66}  | [ 5]  |
| Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated. |       |
| Unaging {p. B95}   | [ 15] |
| Callous {p. B125}  | [-5]  |
| Intolerance (Orcs; Total Intolerance) {p. B140}  | [-10] |
| Obsession (Destroy or totally control all non-elves; Long-Term Goal; 12 or less, *1) {p. B146}   | [-10] |

| REACTION MODIFIERS  |  |
|---|--|
| Appearance: +1*   |  |
| * Includes: +1 from 'Appearance'  |  |
| Status: +0  |  |
| Other: +0†  |  |
| † Conditional: -1 from 'Callous' when past victim, or has Empathy, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Reputation (Won Tournament In Azer)', +2 from 'Sense of Duty (Companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness' |  |

| CULTURAL FAMILIARITIES |      |
|------------------------|------|
| Name                   | Pts  |
| Human {p. B23}         | [ 1] |

| LANGUAGES               |          |         |      |
|-------------------------|----------|---------|------|
| Native                  | Spoken   | Written | Pts  |
| Elven (Native) {p. B24} | Native   | Native  | [ 0] |
| Non-native              | Spoken   | Written | Pts  |
| Anglish {p. B24, BS33}  | Accented | -       | [ 2] |



| ADVANTAGES   |       |
|--|-------|
| Name   | Pts   |
| Absolute Direction {p. B34}  | [ 5]  |
| Extra Fatigue Points 3 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)   | [ 9]  |
| Description: The Extra Fatigue advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Fatigue advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.  |       |
| Magery 3 {p. B66}  | [ 30] |
| Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery |       |
| Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}   | [ 10] |
| Reputation +2 (Won Tournament In Azer; All the time, *1; 10 or less, *1/2; Almost everyone, *1; Small class, *1/3) {p. B27}  | [ 2]  |
| Signature Gear 12 (Heart of Blackwood) {p. B85}  | [ 12] |

| PERKS   |      |
|---|------|
| Name  | Pts  |
| Weapon Bond (Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} | [ 1] |

| DISADVANTAGES   |       |
|---|-------|
| Name  | Pts   |
| Code of Honor (Elven) {p. B127, BS185}                | [-10] |
| Overconfidence (12 or less, *1) {p. B148}             | [-5]  |
| Secret Identity (Dark Elf; Utter Rejection) {p. B153} | [-10] |
| Sense of Duty (Companions; Small Group) {p. B153}     | [-5]  |
| Stubbornness {p. B157}                                | [-5]  |
| Weirdness Magnet {p. B162}                            | [-15] |

| QUIRKS                         |      |
|--------------------------------|------|
| Name                           | Pts  |
| Unused Quirk 1 {p. B163}       | [-1] |
| Unused Quirk 2 {p. B163}       | [-1] |
| Unused Quirk 3 {p. B163}       | [-1] |
| Fan of "Your Master" {p. B163} | [-1] |
| Likes Rum {p. B163}            | [-1] |

| SKILLS                                |              |                 |            |
|---------------------------------------|--------------|-----------------|------------|
| <b>DX based</b>                       | <b>Level</b> | <b>Relative</b> | <b>Pts</b> |
| Body Sense {p. B181}                  | 14*          | DX+3            | [ 4 ]      |
| Staff {p. B208}                       | 13†          | DX+2            | [ 8 ]      |
| Parry: 11                             |              |                 |            |
| <b>IQ based</b>                       | <b>Level</b> | <b>Relative</b> | <b>Pts</b> |
| Area Knowledge (Azer) {p. B176}       | 15           | IQ+0            | [ 1 ]      |
| Area Knowledge (Blackwoods) {p. B176} | 15           | IQ+0            | [ 1 ]      |
| Camouflage {p. B183}                  | 15           | IQ+0            | [ 1 ]      |
| Fast-Talk {p. B195}                   | 14           | IQ-1            | [ 1 ]      |
| Hidden Lore (magical) {p. B199}       | 14           | IQ-1            | [ 1 ]      |
| Navigation/TL3 (Land) {p. B211}       | 17*          | IQ+2            | [ 1 ]      |
| Speed-Reading {p. B222}               | 14           | IQ-1            | [ 1 ]      |
| Streetwise {p. B223}                  | 14           | IQ-1            | [ 1 ]      |
| <b>Per based</b>                      | <b>Level</b> | <b>Relative</b> | <b>Pts</b> |
| Observation {p. B211}                 | 14           | Per-1           | [ 1 ]      |
| Survival (Woodlands) {p. B223}        | 14           | Per-1           | [ 1 ]      |

\* Includes: +3 from 'Absolute Direction'      † Conditional: +1 from 'Weapon Bond (Staff)'

| SCRATCH PAD |
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| MELEE ATTACKS   |       |       |            |       |    |    |        |
|---|-------|-------|------------|-------|----|----|--------|
| Non-Equipment based   | Skill | Parry | Damage     | Reach | ST | LC | Notes  |
| Bite  | 11    | —     | 1d-3 cr    | C     | —  | —  |        |
| Kick  | 9     | —     | 1d-2 cr    | C,1   | —  | —  |        |
| Punch   | 11    | 8     | 1d-3 cr    | C     | —  | —  |        |
| Shocking Touch  | 11    | —     | ~1d+1 burn | C     | —  | —  | ~1-3en |
| Equipment based   | Skill | Parry | Damage     | Reach | ST | LC | Notes  |
| Heart of Blackwood (Greatstaff of the Defenders (+18 Energy) ++SIG++): Staff Swing  | 14    | 12    | 1d+1 cr    | 1, 2  | 7↑ | 4  |        |
| Heart of Blackwood (Greatstaff of the Defenders (+18 Energy) ++SIG++): Staff Thrust | 14    | 12    | 1d cr      | 1, 2  | 7↑ | 4  |        |

**ATTACKS TABLES COLUMN NOTES**

ST "↑": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**RANGED ATTACKS**

| Name      | Skill | Damage     | Acc | Range          | RoF | Shots | ST | Bulk | Rcl | LC | Notes  |
|-----------|-------|------------|-----|----------------|-----|-------|----|------|-----|----|--------|
| Lightning | 7     | ~1d-1 burn | 3   | 50 yd / 100 yd | —   | —     | —  | —    | —   | —  | ~1-3en |

**SLAM TABLE**

| 1-2  | 3-5  | 6    |
|------|------|------|
| 1d-3 | 1d-2 | 1d-1 |

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|-------|-------|-------|-------|-------|
| 11    | 8     | 6     | 8     |       |
| Staff | DX    | DX    |       |       |

**Loc. HP #**

|       |   |   |
|-------|---|---|
| Eyes  | 1 | — |
| Neck  | — | — |
| Skull | — | — |
| Face  | — | — |
| Torso | — | — |
| Groin | — | — |
| Arms  | 5 | — |
| Hands | 4 | — |
| Legs  | 5 | — |
| Feet  | 4 | — |

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

**SIZE AND SPEED/RANGE TABLE**

| Spd/Rng | Size | Measure | Spd/Rng | Size | Measure |
|---------|------|---------|---------|------|---------|
| 0       | 0    | 2 yd    | -8      | +8   | 50 yd   |
| -1      | +1   | 3 yd    | -9      | +9   | 70 yd   |
| -2      | +2   | 5 yd    | -10     | +10  | 100 yd  |
| -3      | +3   | 7 yd    | -11     | +11  | 150 yd  |
| -4      | +4   | 10 yd   | -12     | +12  | 200 yd  |
| -5      | +5   | 15 yd   | -13     | +13  | 300 yd  |
| -6      | +6   | 20 yd   | -14     | +14  | 500 yd  |
| -7      | +7   | 30 yd   | -15     | +15  | 700 yd  |

See also: *Size and Speed/Range Table*, p. B550.

**HUMANOID HIT LOCATION TABLE**

| Roll  | Location  | Mod.        | Roll | Location          | Mod. |
|-------|-----------|-------------|------|-------------------|------|
| 3-4   | Skull     | -7(f)/-5(b) | —    | Vitals†           | -3   |
| 5     | Face      | -5(f)/-7(b) | —    | Eye‡              | -9   |
| 6-7   | Right Leg | -2          | —    | Ear               | -7   |
| 8     | Right Arm | -2          | —    | Nose              | -7   |
| 9-10  | Chest*    | —           | —    | Jaw               | -6   |
| 11    | Abdomen*  | -1          | —    | Spine§            | -8   |
| 12    | Left Arm  | -2          | —    | Limb Vein/Artery¶ | -5   |
| 13-14 | Left Leg  | -2          | —    | Neck Vein/Artery¶ | -8   |
| 15    | Hand      | -4          | —    | Arm/Leg Joint**   | -5   |
| 16    | Foot      | -4          | —    | Hand/Foot Joint** | -7   |
| 17-18 | Neck      | -5          | —    | Groin             | -3   |

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

| HP                | 0 HP          | -1xHP              | -2xHP               | -3xHP               | -4xHP               |
|-------------------|---------------|--------------------|---------------------|---------------------|---------------------|
| 9 8 7 6 5 4 3 2 1 | 0 -1 -2 -3 -4 | -9 -10 -11 -12 -13 | -18 -19 -20 -21 -22 | -27 -28 -29 -30 -31 | -36 -37 -38 -39 -40 |
| 4 3 2 1           | -5 -6 -7 -8   | -14 -15 -16 -17    | -23 -24 -25 -26     | -32 -33 -34 -35     | -41 -42 -43 -44     |

HP loss effects are cumulative with each other and any effects suffered from FP loss.

**less than 1/3 HP:** Dodge/2 and Move/2 (round up).

**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

**-1xHP or less:** Make a HT roll vs. death immediately and for every full multiple of HP below 0.

**-5xHP or less:** Immediate death.

| FP                            | 0 FP           |
|-------------------------------|----------------|
| 13 12 11 10 9 8 7 6 5 4 3 2 1 | 0 -1 -2 -3 -4  |
| 8 7 6 5 4                     | -5 -6 -7 -8 -9 |
| 3 2 1                         | -10 -11 -12    |

FP loss effects are cumulative with each other and any effects suffered from HP loss.

**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

**-1xFP or less:** Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

| SPELL GRIMOIRE                     |              |               |                 |             |                 |                     |                |                    |
|------------------------------------|--------------|---------------|-----------------|-------------|-----------------|---------------------|----------------|--------------------|
| Air                                | Skill        | Magery        | Class           | Time        | Duration        | Casting Cost        | College        | Prereq Page        |
| Body of Air                        | 16 [1]       | 0             | Regular/R-HT    | 5 sec.      | 1 min.          | 4/1                 | Ai             | 3 M24              |
| Create Air                         | 16 [1]       | 0             | Area            | 1 sec.      | 5 sec.#         | 1                   | Ai             | 1 M23, B243        |
| Earth to Air                       | 16 [1]       | 0             | Regular         | 2 sec.      | Perm.           | 5/cu. yd.#          | Ai, Ea         | 4 M25, B243        |
| Lightning                          | 16 [1]       | 1             | Missile         | 1 to 3 sec. | Instant         | 1 to Magery#        | We, Ai         | 6 M196, B244       |
| Purify Air                         | 16 [1]       | 0             | Area            | 1 sec.      | Instant         | 1                   | Ai             | — M23, B243        |
| Shape Air                          | 16 [1]       | 0             | Regular         | 1 sec.      | 1 min.          | 1 to 10#            | Ai             | 2 M24, B243        |
| Shocking Touch                     | 16 [1]       | 1             | Melee           | 1 sec.      | Instant         | 1 to 3              | We, Ai         | 7 M196             |
| Windstorm                          | 16 [1]       | 0             | Area            | Instant#    | 1 min.#         | 2/H                 | Ai             | 3 M25              |
| <b>Body Control</b>                | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Might                              | 16 [1]       | 1             | Regular         | 1 sec.      | 1 min.          | 2 per ST+/S         | BC             | 1 M37              |
| <b>Communication &amp; Empathy</b> | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Borrow Language                    | 16 [1]       | 0             | Regular         | 3 sec.      | 1 min.          | 3/1                 | CE             | 4 M46              |
| Lend Language                      | 16 [1]       | 0             | Regular         | 3 sec.      | 1 min.          | 3/1                 | CE             | 3 M46              |
| Mind-Reading                       | 16 [1]       | 0             | Regular/R-Will  | 10 sec.     | 1 min.          | 4/2                 | CE             | 3 M46, B245        |
| Mind-Search                        | 16 [2]       | 0             | Regular/R-Will  | 1 min.      | 1 min.          | 6/3                 | CE             | 4 M46              |
| Sense Emotion                      | 16 [1]       | 0             | Regular         | 1 sec.      | Instant         | 2                   | CE             | 1 M45, B245        |
| Sense Foes                         | 16 [1]       | 0             | Inform./Area    | 1 sec.      | Instant         | 2#                  | CE             | — M44, B245        |
| Truthsayer                         | 16 [1]       | 0             | Inform./R-Will  | 1 sec.      | Instant         | 2                   | CE             | 2 M45, B245        |
| <b>Earth</b>                       | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Create Earth                       | 16 [1]       | 1             | Regular         | 1 sec.      | Perm.           | 2/cu. yd.           | Ea             | 3 M51, B246        |
| Earth to Air                       | 16 [1]       | 0             | Regular         | 2 sec.      | Perm.           | 5/cu. yd.#          | Ai, Ea         | 4 M25, B243        |
| Earth to Stone                     | 16 [1]       | 1             | Regular         | 1 sec.      | Perm.           | 3/cu. yd.#          | Ea             | 2 M51, B245        |
| Earth Vision                       | 16 [1]       | 0             | Regular         | 1 sec.      | 30 sec.         | 2/10 yds.#          | Ea, Kn         | 2 M51              |
| Essential Earth                    | 16 [1]       | 0             | Regular         | 30 sec.     | Perm.           | 8                   | Ea             | 6 M53              |
| Seek Earth                         | 16 [1]       | 0             | Information     | 10 sec.     | Instant         | 3                   | Ea             | — M50, B245        |
| Shape Earth                        | 16 [1]       | 0             | Regular         | 1 sec.      | 1 min.          | 1/cu. yd./h         | Ea             | 1 M50, B245        |
| Walk Through Earth                 | 16 [1]       | 0             | Regular         | 1 sec.      | 10 sec.         | 3/3#                | Ea             | 4 M52, F169        |
| <b>Fire</b>                        | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Create Fire                        | 16 [1]       | 0             | Area            | 1 sec.      | 1 min.          | 2/H                 | Fi             | 1 M72, B246        |
| Ignite Fire                        | 16 [1]       | 0             | Regular         | 1 sec.      | 1 sec.          | 1 to 4/S            | Fi             | — M72, B246        |
| <b>Gate</b>                        | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Blink                              | 16 [1]       | 2             | Blocking        | 1 sec.      | Instant         | 2                   | Mo, Ga         | 5 M148             |
| Teleport                           | 17 [4]       | 2             | Special         | 1 sec.      | Instant         | Varies              | Mo, Ga         | 4 M147, F171       |
| <b>Healing</b>                     | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Lend Energy                        | 16 [1]       | 1             | Regular         | 1 sec.      | Perm.           | Varies              | He             | — M89, B248        |
| Recover Energy                     | 16 [1]       | 1             | Special         | Special     | Special         | none                | He             | 1 M89, B248        |
| <b>Illusion &amp; Creation</b>     | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Complex Illusion                   | 16 [1]       | 0             | Area            | 1 sec.      | 1 min.          | 2/H                 | IC             | 2 M96, F170        |
| Create Object                      | 15 [1]       | 2             | Regular         | sec.=cost   | Indef.#         | 2/5 lbs.            | IC             | 8 M98              |
| Illusion Disguise                  | 16 [1]       | 0             | Regular         | 1 sec.      | Varies          | 3                   | IC             | 1 M96, F170        |
| Perfect Illusion                   | 16 [1]       | 1             | Area            | 1 sec.      | 1 min.          | 3/H#                | IC             | 3 M96              |
| Simple Illusion                    | 16 [1]       | 0             | Area            | 1 sec.      | 1 min.          | 1/H                 | IC             | — M95, F170        |
| <b>Knowledge</b>                   | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Earth Vision                       | 16 [1]       | 0             | Regular         | 1 sec.      | 30 sec.         | 2/10 yds.#          | Ea, Kn         | 2 M51              |
| <b>Light &amp; Darkness</b>        | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Continual Light                    | 16 [1]       | 0             | Regular         | 1 sec.      | Varies          | Varies              | LD             | 1 M110, B249       |
| Darkness                           | 16 [1]       | 0             | Area            | 1 sec.      | 1 min.          | 2/1                 | LD             | 2 M112, B250       |
| Flash                              | 16 [1]       | 0             | Regular         | 2 sec.      | Instant         | 4                   | LD             | 2 M112             |
| Light                              | 16 [1]       | 0             | Regular         | 1 sec.      | 1 min.          | 1/1                 | LD             | — M110, B249       |
| <b>Meta-Spells</b>                 | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Counterspell                       | 16 [1]       | 1             | Regular/R-spell | 5 sec.      | Instant         | Varies              | MS             | — M121, B250       |
| Delay                              | 16 [1]       | 3             | Regular         | 10 sec.     | 2 hrs.          | 3/3                 | MS             | 15 M130            |
| Dispel Magic                       | 16 [1]       | 1             | Area/R-spell    | sec.=cost   | Perm.           | 3                   | MS             | 13 M126, B250      |
| Hang Spell                         | 16 [2]       | 3             | Special         | 10 sec.     | 1 hr.           | Varies              | MS             | 16 M128            |
| <b>Movement</b>                    | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Blink                              | 16 [1]       | 2             | Blocking        | 1 sec.      | Instant         | 2                   | Mo, Ga         | 5 M148             |
| Grease                             | 16 [1]       | 0             | Area            | 1 sec.      | 10 min.         | 3/S                 | Mo             | 1 M142             |
| Great Haste                        | 16 [2]       | 1             | Regular         | 3 sec.      | 10 sec.         | 5#                  | Mo             | 1 M146, B251       |
| Haste                              | 16 [1]       | 0             | Regular         | 2 sec.      | 1 min.          | 2/pt./H             | Mo             | — M142, B251       |
| Teleport                           | 17 [4]       | 2             | Special         | 1 sec.      | Instant         | Varies              | Mo, Ga         | 4 M147, F171       |
| <b>Sound</b>                       | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Sound                              | 16 [1]       | 0             | Regular         | 1 sec.      | Varies          | Varies              | So             | — M171, F172       |
| <b>Weather</b>                     | <b>Skill</b> | <b>Magery</b> | <b>Class</b>    | <b>Time</b> | <b>Duration</b> | <b>Casting Cost</b> | <b>College</b> | <b>Prereq Page</b> |
| Lightning                          | 16 [1]       | 1             | Missile         | 1 to 3 sec. | Instant         | 1 to Magery#        | We, Ai         | 6 M196, B244       |
| Shocking Touch                     | 16 [1]       | 1             | Melee           | 1 sec.      | Instant         | 1 to 3              | We, Ai         | 7 M196             |

| LOAD-OUTS      |  |             |                |
|----------------|--|-------------|----------------|
| Qty            | « Combat »   | Cost        | Weight         |
| 1              | <b>Armor</b><br>Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.        | 1190        | 24.5 lb        |
| 1              | <b>Leather Armor Suit {p. L18}</b><br>Description: TL:1 LC:-- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight.<br>Location: all  | 340         | 19.5 lb        |
| 1              | <b>Ordinary Clothes {p. B266}</b><br>Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.  | 0           | 2 lb           |
| 1              | <b>Potion Belt</b>   | 850         | 3 lb           |
| 5              | <b>Health Potion (Heals 1d)</b>  | 600         | 2.5 lb         |
| 1              | <b>Heart of Blackwood/TL0 (Greatstaff of the Defenders (+18 Energy) ++SIG++) {p. LT69}</b><br>Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]<br>Notes:  | 0           | 4 lb           |
| <b>Totals:</b> |  | <b>1190</b> | <b>28.5 lb</b> |
| Qty            | Everything   | Cost        | Weight         |
| 1              | <b>Armor</b><br>Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.        | 1190        | 24.5 lb        |
| 1              | <b>Leather Armor Suit {p. L18}</b><br>Description: TL:1 LC:-- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight.<br>Location: all  | 340         | 19.5 lb        |
| 1              | <b>Ordinary Clothes {p. B266}</b><br>Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.  | 0           | 2 lb           |
| 1              | <b>Potion Belt</b>   | 850         | 3 lb           |
| 5              | <b>Health Potion (Heals 1d)</b>  | 600         | 2.5 lb         |
| 1              | <b>Backpack, Small {p. B288}</b><br>Description: TL:1 Notes: Holds 40 lbs. of gear.  | 13815       | 15.42 lb       |
| 10             | <b>Traveler's Rations {p. B288}</b><br>Description: TL:0 Notes: One meal of dried meat, cheese, etc.   | 20          | 5 lb           |
| 2              | <b>Wineskin (4 liters of water) {p. B288}</b><br>Description: TL:0 Notes: Holds 1 gallon of liquid.  | 20          | 8 oz           |
| 1              | <b>Purse {p. B288}</b><br>Description: TL:0 Notes: Holds 3 lbs.  | 12359       | 2.92 lb        |
| 32             | <b>Coin: Silver Penny</b>  | 128         | 1.28 lb        |
| 61             | <b>Coin: Gold Mark</b>   | 12200       | 1.22 lb        |
| 21             | <b>Coin: Copper Farthing</b>   | 21          | 6.72 oz        |
| 1              | <b>Smoking Gear</b><br>Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. | 15          | 2 lb           |
| 1              | <b>Pipe (Early tobacco pipe)</b>   | 3           | 1 lb           |
| 1              | <b>Tobacco</b>   | 12          | 1 lb           |
| 1              | <b>Personal Basics {p. B288}</b><br>Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.  | 5           | 1 lb           |
| 1              | <b>Coffee</b>  | 36          | 1 lb           |
| 1              | <b>Luck {p. M216}</b><br>Description: Rare Cost: 2300 Forms: Potion, Powder, Pastille, Ointment  | 1300        | -              |

| LOAD-OUTS (continued) |   |              |                 |
|-----------------------|---|--------------|-----------------|
| Qty                   | Everything  | Cost         | Weight          |
| 1                     | <b>Heart of Blackwood/TL0 (Greatstaff of the Defenders (+18 Energy) ++SIG++) {p. LT69}</b><br>Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]<br>Notes: | 0            | 4 lb            |
| <b>Totals:</b>        |   | <b>15005</b> | <b>43.92 lb</b> |

| NOTES                        |  |
|------------------------------|--|
| Missionen:                   |  |
| Blackwood                    |  |
| Will folgende Skills lernen: |  |
| Acting & Disguise            |  |

| POINTS SUMMARY                              |   | Pts        |
|---|---|------------|
| Basic Attributes, Secondary Characteristics | [ | 80]        |
| Advantages, Perks                           | [ | 103]       |
| Disadvantages, Quirks                       | [ | -55]       |
| Skills, Techniques                          | [ | 22]        |
| Spells                                      | [ | 52]        |
| <b>Total Points Spent:</b>                  |   | <b>202</b> |
| <b>Unspent Points:</b>                      |   | <b>11</b>  |

| CAMPAIGN LOG  |             |              |
|---|-------------|--------------|
| <b>Points:</b> (logged) 63  | + (other) 0 | = (total) 63 |
| <a href="#">&lt;enter caption here&gt;</a> <span style="float: right;"><b>Weg Azer-Hyrnan-Azer</b></span> |             |              |
| 4200km / 200km/tag = 21 Tage  |             |              |
| 18 Tage 8h/Tag lernen von "Might" beim Nekromanten = 144Studienstunden                                    |             |              |
| 18 Tage 4h/Tag Selbststudium = 72h Selbststudium  |             |              |
| 3 Tage 12/Tag Selbststudium = 32h Selbststudium   |             |              |
| 104h Selbststudium = 52 Studienstunden  |             |              |
| Rückfahrt 19 Tage 12h/Tag Selbststudium = 228h = 114 Studienstunden                                       |             |              |
| Total 166 Studienstunden zum Lernen von "Mind Sending"  |             |              |
| 10/22/2011: 1 pts   |             |              |
| <a href="#">&lt;enter caption here&gt;</a> <span style="float: right;"><b>Session 5</b></span>            |             |              |
| <a href="#">&lt;enter notes here&gt;</a>  |             |              |
| 10/22/2011: 8 pts   |             |              |

| CAMPAIGN LOG (continued)  |                                     |
|---|-------------------------------------|
| <b>3.8-3.10 / 90 Tage (75 Arbeitstage, 15 Freitage)</b> <span style="float:right">Zeit zwischen Sessions</span> |                                     |
| Lernen +6CP<br>*****  |                                     |
| Arbeitstage<br>-----  |                                     |
| 8h/Tag Ausbildung *75 =   | 600                                 |
| Studienstunden  |                                     |
| 4h/Tag Selbststudium *75 = 300h Selbststudium = 150   |                                     |
| Studienstunden  |                                     |
| Freitage<br>-----   |                                     |
| 12h/Tag Selbststudium * 15 = 180h Selbststudium = 90  |                                     |
| Studienstunden  |                                     |
| -----   |                                     |
| Total Studienstunden  | 840h                                |
| 1 Spell = 200*0.7 ==> 6 Spells  |                                     |
| - Dispel Magic  |                                     |
| - Counterspell  |                                     |
| - Continual Light   |                                     |
| - Darkness  |                                     |
| - Flash   |                                     |
| - Light   |                                     |
| +1 INT 20CP   |                                     |
| Kosten<br>*****   |                                     |
| Trainerkosten: 3 Monate a 2k\$ = 6k\$   |                                     |
| Lebensunterhalt =1.8k   |                                     |
| Total =7.8\$  |                                     |
| Sprachen +3CP<br>-----  |                                     |
| 30*4*4 = 480h   |                                     |
| +2anglish   |                                     |
| +1cultural familiarity  |                                     |
| Area Knowledge Azer +1CP<br>-----   |                                     |
| 9/1/2011: 10 pts  |                                     |
| <b>Reputation(won tournament in azer)</b>   | <b>Reputation (azer tournament)</b> |
| -----   |                                     |
| 9/1/2011: 2 pts   |                                     |
| <b>Session 4 - Chrüz 2</b>  | <b>Session 4</b>                    |
| <enter notes here>  |                                     |
| 9/1/2011: 10 pts  |                                     |
| <b>Session 3 - Chrüz 1</b>  | <b>Session 3</b>                    |
| <enter notes here>  |                                     |
| 22.8.2011: 8 pts  |                                     |
| <b>Patron: Master Adolphe</b>   | <b>Session 2 Adolphe</b>            |
| <enter notes here>  |                                     |
| 7.4.2011: 10 pts  |                                     |
| <b>Session 2</b>  | <b>Session 2</b>                    |
| Azer erkundet   |                                     |
| 7.2.2011: 8 pts   |                                     |
| <b>Session 1</b>  | <b>Session 1</b>                    |
| -Quest: Gahr befreit und nach Azer geflüchtet   |                                     |
| 28.6.2011: 6 pts  |                                     |
| <b>Initial Character Creation</b>   | <b>Initial Char Creation</b>        |
| Character created using GURPS Character Assistant 4   |                                     |
| 6/30/2011: 0 pts  |                                     |

| DESCRIPTION  |
|--|
| Locutus  |
| Vor 30-40 Jahren erschien im Herzen von Blackwood ein düsteres, geheimnisvolles Wesen.<br>Ob ein weiteres gescheitertes Experiment der Dunkel-Elfen oder ein Banestorm dafür verantwortlich war wusste Niemand.  |
| Kein Elf kann es verstehen. Aber alle hassen es...   |
| Das Wesen selbst scheint wie ein riesiger Baum. Aus der Nähe betrachtet gleicht es jedoch eher einem verworrenen Dickicht, mit langen gekrümmten und von schwarzem Pilz befallenen Ästen. Das Wesen kann fühlen, besitzt starke magische Kräfte und ist unbarmherzig Böse...<br>Wer ihm einmal begegnet ist empfindet es als äusserst unangenehm auch nur darüber nachzudenken.  |
| Im Jahre 2002, nach dem letzten grossen Angriff der Truppen von Megalos auf den Blackwood, beriet der Hohe Rat der Dunkelelfen während 7 Tagen und 7 Nächten über die Zukunft ihres Volkes. Durch den zermürbenden Zweifrontenkrieg schien das grosse Ziel - die orkische Endlösung und die totale Versklavung und Kontrolle der niederen Rassen (Anmerkung: Das wärt dann ihr :) - in weite Ferne gerückt.<br>Während einige sich dafür aussprachen eine neue magische Wunderwaffe zu entwickeln, forderten andere die totale Evakuierung in sicherere Gebiete. Einige der ältesten Magier, viele von ihnen haben den ersten Banestorm miterlebt, drängten darauf, nach den alten Schriften des Volkes der Loren'dil zu suchen, von denen sie sich wertvolle Hinweise auf die unbekannte Bedrohung erhofften. Die meisten davon wurden schon vor Jahrhunderten vergessen. |
| So beschloss man Späher und Spione nach ganz Yrth zu senden. Gut getarnt als normale Hochelfen sollen sie jedem Hinweis nach unbekannter Magie, neuer Technologie oder vergessenen Mythen der Loren'dil nachgehen, welcher das elfische Volk dem Endsieg näher bringen konnte.<br>Der jüngste dieser Späher - ein Elf von ausgesprochener Schönheit und ausserordentlichem Intellekt (hehe) - wurde vor 30 Jahren unter dem Namen Loculthu'dil als Sohn zweier mächtiger Magier geboren. Nach seinen hervorragenden Leistungen im Kampf gegen die Legionen nannte man ihn schlicht: Locutus.   |
| ...und so kam es, dass er eines Abend - es tobte ein heftier Sturm - auf Kameraden stiess...   |