

Name: Magnus Race: Human Appearance: Player: Reto Mägli Ht: 1.80 Wt: 80 Age: 37 Spent: 295 Unspent: 0

| Bacio e | | | | | | | | | | | | | | | |
|---|--|--|---|--|---|--|---|---|--|---|-----------------------------|--------|---|---|--|
| DX 12 1 40 Will 16 1 0 Move 6 1 0 IQ 16 [120] Per 13 [-15] BL 20 lb (ST+ST)/5 HT 11 [100] FP 16' [9] Thr 1d-2 SW 1d TL 3 [9] 16' [9] Thr 1d-2 SW 1d 'Includes: +2 from 'Extra Falgue Points' Wision 13 Death Check 16 High Jump 2.17 ft Hearing 13 Consclusiness 11 Money 2.17 ft Taster/Smell 13 Broad Jump 3 yd *10m Money +10m | ST | 1 | 0 | [| 0] | HP | 10 | [| <mark>0</mark>] | | 6 | | [| 5] | |
| HT 11 10 FP 16' 9 Th' 1d-2 SW 1d TL 3 [0] SM +0 *Includes: +2 from 'Extra Fatigue Points' 1d 2.17 ft Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +1800 from 'Money', 43700 from Money', +10500 from 'Money' Money 0' *Includes: +1800 from 'Money', 43700 from Money', +10500 from 'Money' Money 0' *Includes: +1800 from 'Money', 43700 from Money', +10500 from 'Money', +1000 Money 0' Water 1 yd | DX | 1 | 2 | [| 40] | Will | 16 | [| 0] | | 6 | | [| 0] | |
| HT 11 [10] FP 16' [9] Th' 1d-2 Sw 1d TL 3 [0] SM +0 ** ** 1d TL 3 [0] SM +0 ** ** 1d Table Smell SM +0 ** Includes: +2 from "Extra Falgue Points" SM +0 ** ** 0 Touch 13 Consciousness 11 Money 0 Touch 13 Broad Jump 9 diality ** ** 0 ** ** ** ** ** ** ** 0 ** ** ** 0 ** ** ** ** ** ** ** 0 ** ** ** ** ** ** ** ** * ** ** ** * ** ** ** * * ** * * * * * * * * * * * * * * * * * * * <td>IQ</td> <td>1</td> <td>6</td> <td>[</td> <td>120]</td> <td>Per</td> <td>13</td> <td>[</td> <td>-15]</td> <td>BL</td> <td>20</td> <td>lb</td> <td>(87.</td> <td>OT)/E</td> | IQ | 1 | 6 | [| 120] | Per | 13 | [| -15] | BL | 20 | lb | (87. | OT)/E | |
| * Includes: +2 from 'Extra Fatigue Points' Vision 13 Fright Check 16 High Jump 2.17 ft Hearing 13 Consciousness 11 Money 0' Touch 13 Death Check 11 Taster/Smell 13 Broad Jump 3yd * Includes: +1800 from Money', +3700 from Money', -410 from Money', -410 from Money', +1550 from Money' * Noneo* Light Med Hvy X-Hvy Iting x1 -20 x3 x6 x10 Basic 20 lb 40 lb 60 lb 120 lb 200 lb Movement water 1/d 1/d 1/d 3/d 2/d 1/d 1/d Vater 1/d 1/d 1/d 1/d 1/d 1/d 1/d 1/d Basic 40 lb 160 lb 240 lb 30 lb 100 lb 11/d 1/d | ΗТ | 1 | 1 | [| 10] | FP | 16* | [| 9] | Thr 1c | -2 | Sw | / | , | |
| Vision 13 Fright Check 16 High Jump 2.17 ft Hearing 13 Consciousness 11 Money 0' Touch 13 Death Check 11 Taste/Smell 13 Broad Jump 3yd *Includes:+1800 from Money:,+3700 from Money:.410 from Money:.+1550 from Money' ENCUMBRANCE TABLE Name *Includes:+1800 from Money:.+3700 from Money'.+410 from Money'.+1550 from Money' Name *Includes:+1800 from Money:.+3700 from Money'410 from Money'.+1550 from Money' *Includes:+1800 from Money'.+3700 from Money'.+410 from Money'.+1550 from Money' Name Light Med Hvy X-Hvy Iming -x1 -x0.3 -x0.4 -x0.2 Ground 6 yd -4 yd -3 yd -x0.4 -x0.2 Mareent 1 yd 1 yd 1 yd 1 yd 1 yd 1 yd Mareent 1 yd 1 yd 1 yd 1 yd 1 yd 1 yd Mareent 1 yd 1 yd 1 yd 1 yd 1 yd 1 yd Takes 2 seconds to complete | TL | 3 | 3 | | | | | [| 0] | SM | +0 | | | | |
| Hearing 13 Consciousness 11 Money 0" Touch 13 Death Check 11 Taste/Smell 13 Broad Jump 3yd *Includes: +1800 from Money, +3700 from Money, -410 from Money, +1550 from Money * * Mone * Light Med Hvy X-Hvy Name * None * Light Med Hvy X-Hvy X-Hvy Basic 20 lb 40 lb 60 lb 120 lb 200 lb Movement Movement - x1 - x0.2 - x3 - x0.2 - x0.2 - x0.2 Ground 6 yd 4 yd 3 yd 2 yd - x0.2 - x0.2 Water 1 yd 1 yd 1 yd 1 yd - yd.2 - zd zd. - zd zd. - zd zd. - zd | * Inclu | des | s: +2 fro | m 'Ex | tra Fatig | ue Point | ts' | | | | | | | | |
| Hearing 13 Consciousness 11 Money 0" Touch 13 Death Check 11 Taste/Smell 13 Broad Jump 3yd *Includes: +1800 from Money, +3700 from Money, -410 from Money, +1550 from Money * * Mone * Light Med Hvy X-Hvy Name * None * Light Med Hvy X-Hvy X-Hvy Basic 20 lb 40 lb 60 lb 120 lb 200 lb Movement Movement - x1 - x0.2 - x3 - x0.2 - x0.2 - x0.2 Ground 6 yd 4 yd 3 yd 2 yd - x0.2 - x0.2 Water 1 yd 1 yd 1 yd 1 yd - yd.2 - zd zd. - zd zd. - zd zd. - zd | Visio | n | | | 13 | Friah | t Checł | < | 16 | Hiah | Jum | D | 2.17 | ft | |
| Taste/Smell 13 Broad Jump 3 yd *Includes: +1800 from Money', +3700 from Money', -410 from Money', +1550 from Money' Name None > Light Med Hvy X-Hvy Name None > Light Med Hvy X-Hvy Basic 20 lb 40 lb 60 lb 120 lb 200 lb Movement -x1 -x6 -x04 -x02 Ground 6 yd 4 yd -33 yd 2 yd 1 yd Water 1 yd 1 yd 1 yd 1 yd 1 yd 1 yd Dodge 9 8 7 6 5 5 I-Hand 2-Hand Shove / Carry on Shift Name Lift'i Lift' Over + Back\$ Slightly Basic 40 ib 160 ib 240 lb 30 0lb 1000 lb 'Takes 2 seconds to complete 1 Double with a running start 1 1 'Takes 2 seconds to complete 1 Double with a running start 1 1 Takes 4 seconds to complete 1 Double w | Hear | rin | g | | 13 | | | | 11 | | | | | | |
| ** Includes: +1800 from 'Money', +3700 from 'Money', -410 from 'Money', +1550 from 'Money' ENCUMBRANCE TABLE Name None * Light Med Hvy X-Hvy Basic 20 lb 40 lb 60 lb 120 lb 200 lb Movement x1 x0.8 x0.6 x0.4 x0.2 Ground 6 yd 4 yd 3 yd 2 yd 1 yd Dodge 9 8 7 6 5 1-Hand 2-Hand Shove / Carry on Shift Name Lift 'Lift 'Over 'Back\$ Slightly Slightly Basic 40 lb 160 lb 240 lb 300 lb 1000 lb *Takes 2 seconds to complete 1 Dodge wills over X-Hy enc. 1 Takes 4 seconds to complete 1 Dodge wills over X-Hy enc. 1 Takes 4 seconds to complete 1 Dodge wills over X-Hy enc. 1 Takes 4 seconds to complete 1 Dodge wills over X-Hy enc. 1 Takes 4 seconds to complete 1 Dodege wills over X-Hy enc. 1 Takes 4 seconds to complete 1 Do | Touc | ch | | | 13 | Deat | h Checl | k | 11 | | | | | | |
| ENCUMBRANCE TABLE Name None Light Med Hvy X-Hvy Lifting x1 x2 x3 x4 x10 x11 x11 x10 x10 x10 x10 x10 x110 x10 x10 x110 x10 x110 x10 x110 x10 x10 x110 x10 x110 x110 x10 x110 x110 x110 x10 x110 x110 x110 x110 <td></td> | | | | | | | | | | | | | | | |
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| Name None Light Med Hvy X-Hvy Lifting x1 x2 x3 x6 x10 Basic 20 ib 40 ib 60 ib 10 ib 20 ib Movement - x1 x0.8 x0.6 x0.4 x0.2 Ground 6 yd 4 yd 3 yd 2 yd yd yd Maree 1 yd 1 yd 1 yd 1 yd yd Dodge 9 8 7 6 5 LIFTING FEATS Lift the over + Back\$ Slightly Slightly Basic 40 ib 160 ib 240 ib 300 ib 1000 ib * Takes 2 seconds to complete + Doube with a running start + Takes 4 seconds to complete + Doube with a running start 1 takes 4 seconds to complete + Doube with a running start 0 Takes 2 seconds to complete + Doube with a running start 1 takes 4 seconds to complete + Doube with a running start 0 Takes 2 seconds to complete + Doube with a running start 1 takes 4 seconds to compl | | | | | E | NCUN | MBRAN | CE T | ABLE | = | | | | | |
| Lifting x1 x2 x3 x6 x10 Basic 20 lb 40 lb 60 lb 120 lb 200 lb Movement x1 x08 x06 x02 902 Ground 6 yd 1 yd 1 yd 1 yd 1 yd Dodge 9 8 7 6 5 LIFTING FEATS 1-Hand 2-Hand Shove / Carry on Shift Name Lift' Lift' Over* Back* Slightly Basic 40 lb 160 lb 240 lb 300 lb 1000 lb 'Takes 2 seconds to complete + 2 Double with a running start + 1 'Takes 4 seconds to complete + 2 Double with a running start 0 'Takes 4 seconds to complete + 2 Double with a running start 0 'Takes 4 seconds to complete + 2 Double with a running start 0 'Takes 4 seconds to complete + 2 Double with a running start 0 'Takes 4 seconds to complete + 0 0 0 | Nam | ie | | | « None | e » | Liaht | | Med | H | lvv | | X-H | vv | |
| Movement x1 x0.8 x0.6 x0.4 x0.2 Ground 6 yd 4 yd 3 yd 2 yd 1 yd Mater 1 yd 1 yd 1 yd 1 yd 1 yd Dodge 9 8 7 6 5 LIFTING FEATS LIFTING FEATS 1 -2 -3 -4 | Lifting | | | | ×1 | | ×2 | | ×3 | | ×6 | | ×1(|) | |
| Ground 6 yd 4 yd 3 yd 2 yd 1 yd Water 1 yd 1 yd 1 yd 1 yd 1 yd Dodge 9 8 7 6 5 1-Hand 2-Hand Shove / Carry on Shift Name Lift Lift Over# Back® Slightly Basic 40 lb 160 lb 240 lb 30 lb 100 lb * Takes 2 seconds to complete ‡ Double with a running stat † Takes 4 seconds to complete ‡ Double with a running stat 0 * Takes 4 seconds to complete ‡ Double with a running stat 0 0 TEMPLATES AND META-TRAITS Name Pts 0 0 Vizard (Dungeon Fantasy) {p. DF1:13} 0 0 0 0 Status: +0 O Other: +0' * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, 42 from 'Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) 0 0 | | | | | |) | | | | | | | | | |
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| Lift in the second se | | | <u>א</u> | | | | | | | | | | | | |
| Dodge 9 8 7 6 5 LIFTING FEATS 1-Hand Shove / Carry on Shift Name Lift Lift Over‡ Back § Slightly Basic 40 Ib 160 Ib 240 Ib 300 Ib 1000 Ib * Takes 2 seconds to complete ‡ Double with a running start 1 1 * Takes 4 seconds to complete ‡ Double with a running start 1 1 * Takes 4 seconds to complete ‡ Double with a running start 1 1 * Takes 4 seconds to complete ‡ Double with a running start 1 0 * Takes 4 seconds to complete \$ \$ Lase 1 FP/sec while over X-Hvy enc. 0 Wizard (Dungeon Fantasy) {p. DF1:13} 0 0 0 Other: +0 * * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions) for Spele 1 0 <td>vvale</td> <td>ər</td> <td></td> <td></td> <td>i ya</td> <td></td> <td>-1</td> <td></td> <td></td> <td> </td> <td></td> <td></td> <td></td> <td></td> | vvale | ər | | | i ya | | -1 | | | | | | | | |
| LIFTING FEATS LIFTING FEATS Name Shift LIFTING FEATS Name Carry on Shift Back § Slightly TEMPLATES AND META-TRAITS Name Pts Wizard (Dungeon Fantasy) {p. DF1:13} 0 REACTION MODIFIERS Appearance: +0 Status: +0 Other: +0° CultURAL FAMILIARITIES Native Pts Native Pts Native Pts Native Spoken Written Pts Common (Native) {p. B24} Native Pts | Dod | ae | | | - 9 | | | | | | | | | | |
| 1-Hand Shift Name Lift* Lift* Over * Back § Slightly Basic 40 lb 160 lb 240 lb 300 lb 1000 lb * Takes 2 seconds to complete * 1 bouble with a running stat 1 | _ 00, | <u> </u> | | | | | | | | | - | | | | |
| Name Lift* Lift* Over* Back3 Slightly Basic 40 lb 160 lb 240 lb 300 lb 1000 lb * Takes 2 seconds to complete ‡ Double with a running statt ‡ 1 * Takes 2 seconds to complete ‡ Double with a running statt ‡ * Takes 4 seconds to complete \$ Lose 1 FP/sec white over X-Hvy enc. TEMPLATES AND META-TRAITS Name Pts Wizard (Dungeon Fantasy) {p. DF1:13} 0 0 REACTION MODIFIERS Appearance: +0 0 Status: +0 Other: +0* • * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty is known 0 CuttruRAL FAMILIARITIES Native Pts Native Pts 0 Non-native Pts 0 Orks {p. B23} 1 1 CuttruRAL Spoken Written Pts Cornmon (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts Ork {p. B24} Broken 1 1 | | | | | 4 11 | | | | - | 0- | | - | 01-1 | | |
| Basic 40 lb 160 lb 240 lb 300 lb 1000 lb * Takes 2 seconds to complete ‡ Double with a running start ‡ Double with a running start ‡ Double with a running start * Takes 4 seconds to complete ‡ Double with a running start ‡ Double with a running start * TEMPLATES AND META-TRAITS Name Pts Wizard (Dungeon Fantasy) {p. DF1:13} 0 0 REACTION MODIFIERS Appearance: +0 Status: +0 Other: +0* * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions) (p. B153) 60 Nam | Na | | | | | | | | | | | | | | |
| * Takes 2 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes 4 seconds to complete * Takes * | - | - | | | | | | | | | | | | | |
| Takes 4 seconds to complete 1 S Lose 1 PP/sec while over X-Hvy enc. TEMPLATES AND META-TRAITS Name Pts Wizard (Dungeon Fantasy) {p. DF1:13} 0 REACTION MODIFIERS Appearance: +0 Status: +0 Other: +0° * Conditional: +2 from "Overconfidence' when young or naive individuals, -2 from "Overconfidence' when young or naive individuals, -2 from "Overconfidence' when experienced PPCs, +2 from "Sense of Duty (Adventuring companions)" when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) (P B23) 0 Non-native Pts Orks {p. B23} 1 LANGUAGES Native Native Spoken Written Verconfidence (P, B24) Broken - 1 ADVANTAGES Pts Name Pts Obsection (To become the world's most powerful; 12 or [60 Magery 0 {p. B66} 5 Disadvantages -5 Sense of Duty (Adventur | | _ | 00000 | la ta | | | | | | | | | 1000 | Q | |
| TEMPLATES AND META-TRAITS Name Pts Wizard (Dungeon Fantasy) {p. DF1:13} 0 REACTION MODIFIERS Appearance: +0 Status: +0 Other: +0* Status: +0 * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} 0 Orks {p. B23} 1 LANGUAGES Pts Native Spoken Written Pts Cormon (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts Cork {p. B24} Broken 1 1 ADVANTAGES Name Pts Classesion (To become the world's most powerful; 12 or [ses, *1) {p. B146} 5 Overconfidence (12 or less, *1) {p. B148} -5 5 Sense of Duty (Adventuring companions) {p. B153} -5 5 Weirdness Magnet {p. B162} -15 1 1 | | | | | | | | + Lose | 1 FP/se | c while (| y start over X | -Hvy | enc. | | |
| Name Pts Wizard (Dungeon Fantasy) {p. DF1:13} [0] REACTION MODIFIERS Appearance: +0 Status: +0 Other: +0* *Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES [1] Native Spoken Written Pts [1] [1] LANGUAGES [1] [1] Corks {p. B23} [1] [1] LANGUAGES [1] [1] Common (Native) {p. B24} Native Native Ork {p. B24} Broken [1] ADVANTAGES [6] [6] Magery 0 {p. B66} [6] [6] Magery 0 {p. B66} [5] [6] Magery 0 {p. B66} [6] [6] Magery 0 {p. B66} [5] [5] Overconf | | | | | | | | | | | | - | | | |
| Wizard (Dungeon Fantasy) {p. DF1:13} 0 REACTION MODIFIERS Appearance: +0 Status: +0 Other: +0* Status: +0 Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} 0 Non-native Orks {p. B23} 1 LANGUAGES Native Spoken Written Pts Common (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts Common (Native) {p. B24} Native Native 0 Name Pts DISADVANTAGES Name Pts Obsession (To become the world's most powerful; 12 or [-10] less, *1) {p. B146} -5] Sense of Duty (Adventuring companions) {p. B153} -5] Outreconfidence (12 or less, *1) {p | | | | | TEMP | | C AND | NACT | | AITO | | | | | |
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| Appearance: +0 Status: +0 Other: +0* *Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Native Native Spoken Written Pts common (Native) {p. B24} Native Non-native Spoken Ork {p. B24} Broken -[1] ADVANTAGES Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] [6] Usable only for Spellcasting, -10% [6] Magery 6 {p. B66} [60] Magery 0 {p. B66} [60] DISADVANTAGES Pts Overconfidence (12 or less, *1) {p. B148} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-15] QUIRKS Name Pts | | | | | | | - | | A-TR | AITS | | | P | | |
| Status: +0 Other: +0" * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} [0] Non-native Orks {p. B23} LANGUAGES Native Spoken Written Pts Common (Native) {p. B24} Native Native 0] Non-native Spoken Written Pts Common (Native) {p. B24} Native Native 0] Non-native Spoken Written Pts Common (Native) {p. B24} Broken 1] ADVANTAGES Name Pts Osession (To become the world's most powerful; 12 or [s, *1) {p. B146} Overconfidence (12 or less, *1) {p. B148} -5] Sense of Duty (Adventuring companions) {p. B153} -5] <td colsp<="" th=""><th></th><th></th><th>l (Dun</th><th></th><th>n Fant</th><th>asy) {</th><th>p. DF1:</th><th>13}</th><th></th><th></th><th></th><th></th><th>P</th><th></th></td> | <th></th> <th></th> <th>l (Dun</th> <th></th> <th>n Fant</th> <th>asy) {</th> <th>p. DF1:</th> <th>13}</th> <th></th> <th></th> <th></th> <th></th> <th>P</th> <th></th> | | | l (Dun | | n Fant | asy) { | p. DF1: | 13} | | | | | P | |
| Other: +0* *Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] 1 LANGUAGES Native Spoken Written Pts Common (Native) {p. B24} Native Native Non-native Spoken Written Ork {p. B24} Native Native [0] Non-native Spoken Written Pts Ork {p. B24} Broken [1] ADVANTAGES Name Pts DISADVANTAGES Name Pts Obsession (To become the world's most powerful; 12 or [ess, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] [-5] <th>Wiza</th> <th>arc</th> <th></th> <th>igeo</th> <th>n Fant</th> <th>asy) {</th> <th>p. DF1:</th> <th>13}</th> <th></th> <th></th> <th></th> <th></th> <th>P [</th> <th></th> | Wiza | arc | | igeo | n Fant | asy) { | p. DF1: | 13} | | | | | P [| | |
| * Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Orks {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Native Spoken Written Pts common (Native) {p. B24} Native Native [0] Non-native Spoken Written Pts Ork {p. B24} Broken - [1] ADVANTAGES Name Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] Usable only for Spellcasting, -10%) Magery 6 {p. B66} [60] Magery 0 {p. B66} [5] DISADVANTAGES Name Pts Obsession (To become the world's most powerful; 12 or [-10] less, *1) {p. B146} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-15] QUIRKS Name Pts Careful {p. B164} [-1] | Wiza | ard | rance | igeo | n Fant | asy) { | p. DF1: | 13} | | | | | P [| | |
| 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Native Pts Orks {p. B23} [1] LANGUAGES Native Pts Orks {p. B23} [1] 1 LANGUAGES Native Native Non-native Spoken Written Pts Common (Native) {p. B24} Native Native Ork {p. B24} Broken - 1 ADVANTAGES Pts Name Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] 0 Magery 6 {p. B66} [60] Magery 0 {p. B66} [60] Magery 0 {p. B66} [5] 5 5 DISADVANTAGES Pts 0verconfidence (12 or less, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] 5 Overconfidence (12 or less, | Wiza Appe Statu | ard eal | rance: : +0 | igeo | n Fant | asy) { | p. DF1: | 13} | | | | | P [| | |
| companions)' when in dangerous situations if Sense of Duty is known CULTURAL FAMILIARITIES Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Pts Native Spoken Written Pts Postance Pts common (Native) {p. B24} Native Native Non-native Spoken Written Pts Cork {p. B24} Broken - [1] ADVANTAGES Pts State Pts [6] Usable only for Spellcasting, -10%) [6] [6] Magery 6 {p. B66} [60] Magery 0 {p. B66} [5] DISADVANTAGES Pts Obsession (To become the world's most powerful; 12 or [s, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-1] QUIRKS Pts Careful {p. B164} [-1] | Wiza Appe Statu Othe | arc eal us: er: | rance : +0 +0* | igeo : +0 | n Fant F | asy) { REAC | p. DF1: TION M | 13} IODIF | FIERS | - ; | | | [| | |
| Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Native Spoken Written Pts common (Native) {p. B24} Native Non-native Spoken Ork {p. B24} Native Non-native Spoken Written Pts Ork {p. B24} Broken Name Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] Usable only for Spellcasting, -10%) Magery 6 {p. B66} [60] Magery 0 {p. B66} [5] DISADVANTAGES Pts Obsession (To become the world's most powerful; 12 or [ess, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-15] QUIRKS Name Pts Careful {p. B164} [-1] <td>Wiza Appe Statu Othe</td> <td>arc eal us: er:</td> <td>rance: : +0 +0* ditional:</td> <td>igeo : +0 +2 fr</td> <td>n Fant F</td> <td>reasy) {</td> <td>p. DF1: TION M</td> <td>13} IODIF</td> <td>FIERS</td> <td>e individu</td> <td></td> <td></td> <td>n</td> <td></td> | Wiza Appe Statu Othe | arc eal us: er: | rance: : +0 +0* ditional: | igeo : +0 +2 fr | n Fant F | reasy) { | p. DF1: TION M | 13} IODIF | FIERS | e individu | | | n | | |
| Native Pts Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Native Spoken Written Pts common (Native) {p. B24} Native Non-native Spoken Ork {p. B24} Native Non-native Spoken Written Pts Ork {p. B24} Broken Name Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] Usable only for Spellcasting, -10%) Magery 6 {p. B66} [60] Magery 0 {p. B66} [5] DISADVANTAGES Pts Obsession (To become the world's most powerful; 12 or [ess, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-15] QUIRKS Name Pts Careful {p. B164} [-1] <th>Wiza Appe Statu Othe</th> <th>arc arc JS: one /erc</th> <th>rance +0 +0* ditional: confider</th> <th>+2 fr</th> <th>n Fant F om 'Over hen expe</th> <th>reasy) {</th> <th>p. DF1: TION M</th> <th>13} IODIF young 2 from 'S</th> <th>FIERS or naive Sense o</th> <th>e individu</th> <th>Advent</th> <th></th> <th>n</th> <th></th> | Wiza Appe Statu Othe | arc arc JS: one /erc | rance +0 +0* ditional: confider | +2 fr | n Fant F om 'Over hen expe | reasy) { | p. DF1: TION M | 13} IODIF young 2 from 'S | FIERS or naive Sense o | e individu | Advent | | n | | |
| Human (Native) {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES 1 Native Spoken Written Pts common (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts Ork {p. B24} Broken - [1] ADVANTAGES Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] Usable only for Spellcasting, -10%) Magery 6 {p. B66} [60] Magery 0 {p. B66} [5] DISADVANTAGES Pts Obsession (To become the world's most powerful; 12 or less, *1) {p. B148} [-10] Overconfidence (12 or less, *1) {p. B148} [-5] Overconfidence (12 or less, *1) {p. B148} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-15] QUIRKS Name Pts Careful {p. B164} [-1] | Wiza Appe Statu Othe | arc arc JS: one /erc | rance +0 +0* ditional: confider | +2 fr | om 'Over hen expe | reconfider erous sit | p. DF1: TION M nce' when I NPCs, +2 tuations if | 13} IODIF young ? from 'S Sense | FIERS or naive Sense o of Duty | e individu f Duty (/ is know | Advent | | n | | |
| Non-native Pts Orks {p. B23} [1] LANGUAGES Pts Native Spoken Written Pts common (Native) {p. B24} Native Native [0] Non-native Spoken Written Pts common (Native) {p. B24} Native Native [0] Non-native Spoken Written Pts Ork {p. B24} Broken – [1] ADVANTAGES Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] Usable only for Spellcasting, -10%) [60] Magery 6 {p. B66} [60] Magery 0 {p. B66} [60] [60] Magery 0 {p. B66} [61] DISADVANTAGES [61] [61] [61] Overconfidence (12 or less, *1) {p. B148} [-5] [-10] Overconfidence (12 or less, *1) {p. B148} [-5] [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] [-15] QUIRKS [0] [-15] [0] Rame <td>Appe Statu Othe</td> <td>eai US er: one /erc mpa</td> <td>rance : +0 +0* ditional: confiden anions)'</td> <td>+2 fr</td> <td>om 'Over hen expe</td> <td>reconfider erous sit</td> <td>p. DF1: TION M nce' when I NPCs, +2 tuations if</td> <td>13} IODIF young ? from 'S Sense</td> <td>FIERS or naive Sense o of Duty</td> <td>e individu f Duty (/ is know</td> <td>Advent</td> <td></td> <td>n 1</td> <td>0]</td> | Appe Statu Othe | eai US er: one /erc mpa | rance : +0 +0* ditional: confiden anions)' | +2 fr | om 'Over hen expe | reconfider erous sit | p. DF1: TION M nce' when I NPCs, +2 tuations if | 13} IODIF young ? from 'S Sense | FIERS or naive Sense o of Duty | e individu f Duty (/ is know | Advent | | n 1 | 0] | |
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| | QUIRKS (continued) | |
|----------------------|--------------------|------|
| Name | | Pts |
| Likes Wine {p. B164} | [| -1] |
| Nosy {p. B164} | [| -1] |
| Proud {p. B164} |] | -1] |
| | | |

| SKILLS | | | |
|--------------------------------------|-------|----------|-------|
| DX based | Level | Relative | Pts |
| Body Sense {p. B181} | 10 | DX-2 | [1] |
| Brawling {p. B182} | 12 | DX+0 | [1] |
| Parry: 9 Climbing {p. B183} | 11 | DX-1 | [1] |
| Fast-Draw (Potion) {p. B194} | 12 | DX+0 | |
| Innate Attack (Projectile) {p. B201} | 16 | DX+0 | [12] |
| Parry: 11 | 10 | DAtt | [12] |
| Riding (Equines) {p. B217} | 11 | DX-1 | [1] |
| Staff {p. B208} | 14 | DX+2 | 1 81 |
| Parry: 12 | | | |
| dStealth {p. B222} | 12 | DX+0 | [1] |
| Wrestling {p. B228} | 11 | DX-1 | [1] |
| Parry: 8 | | | |
| HT based | Level | Relative | Pts |
| Hiking {p. B20} | 10 | HT-1 | [1] |
| IQ based | Level | Relative | Pts |
| Alchemy/TL3 {p. 174, M210} | 16 | IQ+0 | [8] |
| First Aid/TL3 (Human) {p. B195} | 16 | IQ+0 | [1] |
| Gesture {p. B198} | 16 | IQ+0 | [1] |
| Hazardous Materials/TL3 (Magical) | 15 | IQ-1 | [1] |
| {p. B199} | | | |
| Hidden Lore (Demon Lore) {p. B199} | 15 | IQ-1 | [1] |
| Hidden Lore (Magical Items Lore) | 16 | IQ+0 | [2] |
| {p. B199} | | | |
| Hidden Lore (Spirit Lore) {p. B199} | 15 | IQ-1 | [1] |
| Occultism {p. B212} | 16 | IQ+0 | [2] |
| Research/TL3 {p. B217} | 15 | IQ-1 | [1] |
| Speed-Reading {p. B222} | 15 | IQ-1 | [1] |
| Teaching {p. B224} | 15 | IQ-1 | [1] |
| Thaumatology {p. B225} | 19* | IQ+3 | [1] |
| Writing {p. B228} | 15 | IQ-1 | [1] |
| Per based | Level | Relative | Pts |
| Observation {p. B211} | 12 | Per-1 | [1] |
| Will based | Level | Relative | Pts |
| | | | |
| Meditation {p. B207} | 15 | Will-1 | [2] |

| | MELEE A | TTACKS | | | | | |
|--|---------|--------|---------|-------|----|----|-------|
| Non-Equipment based | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Brawling: Punch | 12 | 9 | 1d-3 cr | С | - | - | |
| Skill used: Brawling | | | | | | | |
| Brawling: Bite | 12 | - | 1d-3 cr | C | - | - | |
| Skill used: Brawling | | | | | | | |
| Brawling: Kick | 10 | - | 1d-2 cr | C,1 | - | - | |
| Skill used: Brawling-2 | | | | | | | |
| Equipment based | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Stab des würdigen (11FP): staff swing | 14 | 12 | 1d+2 cr | 1,2 | 7† | 4 | |
| Skill used: Staff | | | | | | | |
| Stab des würdigen (11FP): staff thrust | 14 | 12 | 1d cr | 1,2 | 7† | 4 | |
| Skill used: Staff | | | | | | | |
| Stab des würdigen (11FP): sword swing | 7 | 6 | 1d+2 cr | 1,2 | 9† | 4 | |
| Skill used: DX-5 | | | | | | | |
| Stab des würdigen (11FP): sword thrust | 7 | 6 | 1d-1 cr | 2 | 9† | 4 | |
| Skill used: DX-5 | | | | | | | |

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.

| | | RA | NGED | ATTACKS | | | | | | | |
|--|-------|-------------|------|---------------|-----|-------|----|------|-----|----|--------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | LC | Notes |
| Explosive Fireball | 16 | ~1d burn ex | 1 | 25 yd / 50 yd | _ | - | - | - | - | - | ~2-6en |
| Skill used: Innate Attack (Projectile) | | | | | | | | | | | |
| Fireball | 16 | ~1d burn | 1 | 25 yd / 50 yd | _ | - | - | _ | _ | - | ~1-3en |
| Skill used: Innate Attack (Projectile) | | | | | | | | | | | |

| | | SLAM TABLE | | | | HUM | IANOID HIT L | OCATI | ON TABLE | |
|-----------------|---------------------|--|------------------------|-------------------------|------------------------------------|--|---|---|--|-------------------|
| 1–2 | | 3–5 | | 6–7 | Roll | Location | Mod. | Roll | Location | Mod. |
| 1d-3 | 3 | 1d-2 | | 1d-1 | 3–4 | Skull | -7(f)/-5(b) | - | Vitals* | -3 |
| PARRY | PARRY | BLOCK | DODGE | OTHER | 5 | Face | -5(f)/-7(b) | - | Eye† | -9 |
| FANNT | FANNT | BLUCK | DODGE | UTHEN | 6–7 | Right Leg | -2 | - | Ear | -7 |
| 12 | 9 | 7 | 9 | | 8 | Right Arm | -2 | - | Nose | -7 |
| Staff | DX | DX | None | | 9–10 | Torso | _ | - | Jaw | -6 |
| | Skull | · · · | | " | 11 | Groin | -3 | - | Spine [‡] | -8 |
| Eyes DR: 2* | DR: 2*+2 | Loc. | | # | 12 | Left Arm | -2 | - | Limb Vein/Artery | |
| DB: 0 | DB: 0 | Eyes | | | | Left Leg | -2 | - | Neck Vein/Artery | <mark>8</mark> -8 |
| Neck | Face | Necl | | | 15 | Hand | -4 | - | Arm/Leg Joint¶ | -5 |
| DR: 2* DB: 0 | DR: 2* DB: 0 | Skul | | | 16 | Foot | -4 | - | Hand/Foot Joint¶ | -7 |
| Torso | DD. 0 | _ Face Tors | | | | Neck | -5 | | t-beam burning attacks | |
| | | lands IR: 2* IB: 0 IR: 5 IR: 1 IR: 1 | ds 4 6 6 | | § Only ta ¶ Only ta See also | argetable by cutting argetable by crushir o: <i>Hit Location</i> , p. B3 <i>tions</i> , p. MA137. | , impaling, piercing ng, cutting, piercing | , and tight , and tight , imanoid H | and tight-beam burning a beam burning attacks beam burning attacks it Location Table, p. B552 | |
| 1 | | - | us DB: 0 | | Spd/F | - | Measure | Spd/R | | leasure |
| | Groi | in i | | | 0 | 0 | 2 yd | -8 | • | i0 yd |
| | DR: | | es: | | -1 | +1 | 3 yd | -9 | +9 7 | '0 yd |
| | DB: | <u> </u> | | | -2 | +2 | 5 yd | -10 | | 00 yd |
| | Legs | | | | -3 | +3 | 7 yd | -11 | | 50 yd |
| | DR: 2* | | | | -4 | +4 | 10 yd | -12 | | 200 yd |
| | DB: 0 | | | | -5 | +5 | 15 yd | -13 | | 800 yd |
| | Feet DR: 2* | | | | -6 | +6 | 20 yd | -14 | | 600 yd |
| in J | DB: 0 | | | | -7 | +7 | 30 yd | -15 | +15 7 | '00 yd |
| | CDP . | | | | See also | : Size and Speed/F | Range Table, p. B55 | 0. | | |
| <u>HP</u> | | <u>×HP -2×H</u> | | | | | | | | |
| 10 9 8 7 6 0 | -1 -2 -3 -4 -10 -11 | -12 -13 -14 -20 -21 -22 -3 | 23 -24 -30 -31 -32 -33 | -34 -40 -41 -42 -43 -44 | | | | | | |

5 4 3 2 1 -5 -6 -7 -8 -9 15 16 17 18 19 25 26 27 28 29 35 36 37 38 39 45 46 47 48 49 HP loss effects are cumulative with each other and any effects suffered from FP loss.

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

-5×HP or less: Immediate death

| 0 | | |
|---|---|---|
| FP 1615141312 1110987 65432 1 | 0 FP 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 | 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 |
| | | -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead. |

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| | | | | SPELL GRIMO | DIRE | | | |
|---------------------------------|--------|--------|--------------|----------------|----------------|----------------|----------|--------------------------------|
| Air | Skill | Magery | Class | Time | Duration | Casting Cost | College | Prereg Page |
| Create Air | 20 [1] | Õ | Area | 1 sec. | 5 sec.# | 1 | Ai | 1 M23, B243 |
| Purify Air | 20 [1] | 0 | Area | 1 sec. | Instant | 1 | Ai | — M23, B243 |
| Shape Air | 20 [1] | 0 | Regular | 1 sec. | 1 min. | 1 to 10# | Ai | 2 M24, B243 |
| Walk on Air | 20 [1] | 0 | Regular | 1 sec. | 1 min. | 3/2 | Ai | 3 M25, B243 |
| Body Control | Skill | Magery | Class | Time | Duration | Casting Cost | College | Prereq Page |
| Itch | 20 [1] | 0 | Regular/R-HT | 1 sec. | Scratch# | 2 | BC | – M35, B244 |
| Pain | 20 [1] | 0 | Regular/R-HT | 2 sec. | 1 sec. | 2 | BC | 2 M36, B244 |
| Resist Pain | 20 [1] | 2 | Regular | 1 sec. | 1 min. | 4/2 | BC | 3 M38 |
| Spasm | 20 [1] | 0 | Regular/R-HT | 1 sec. | Instant | 2 | BC | 1 M35, B244 |
| Earth | Skill | Magery | Class | Time | Duration | Casting Cost | College | Prereq Page |
| Earth to Stone | 20 [1] | 1 | Regular | 1 sec. | Perm. | 3/cu. yd.# | Ea | 2 M51, B245 |
| Flesh to Stone | 20 [1] | 1 | Regular/R-HT | 2 sec. | Instant | 10# | Ea | 3 M51, B246 |
| Seek Earth | 20 [1] | 0 | Information | 10 sec. | Instant | 3 | Ea | – M50, B245 |
| Shape Earth | 20 [1] | 0 | Regular | 1 sec. | 1 min. | 1/cu. yd./h | Ea | 1 M50, B245 |
| Fire | Skill | Magery | _ | Time | Duration | Casting Cost | College | Prereq Page |
| Create Fire | 20 [1] | | Area | 1 sec. | 1 min. | 2/H | Fi | 1 M72, B246 |
| Explosive Fireball | 20 [1] | 1 | Missile | 1 to 3 sec. | Instant | 2 to 2xMagery# | Fi | 4 M75, B247 |
| Fireball | 20 [1] | 1 | Missile | 1 to 3 sec. | Instant | 1 to Magery# | Fi | 3 M74, B247 |
| Ignite Fire | 20 [1] | 0 | Regular | 1 sec. | 1 sec. | 1 to 4/S | Fi | – M72, B246 |
| Shape Fire | 20 [1] | 0 | Area | 1 sec. | 1 min. | 2/H | Fi | 1 M72, B246 |
| Healing | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Lend Energy | 20 [1] | 1 | Regular | 1 sec. | Perm. | Varies | He | — M89, B248 |
| Recover Energy | 20 [1] | 1 | Special | Special | Special | none | He | 1 M89, B248 |
| | | | | | | | | |
| Light & Darkness | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Continual Light | 20 [1] | 0 | Regular | 1 sec. | Varies | Varies 1/1 | LD LD | 1 M110, B249 - M110, B249 |
| Light | 20 [1] | | Regular | 1 sec. | 1 min. | | | |
| Meta-Spells | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Delay | 20 [1] | 3 | Regular | 10 sec. | 2 hrs. | 3/3 | MS | 15 M130 |
| Hang Spell | 20 [2] | 3 | Special | 10 sec. | 1 hr. | Varies | MS | 16 M128 |
| Movement | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Apportation | 20 [1] | 1 | Reg./R-Will | 1 sec. | 1 min. | Varies | Мо | M142, B251 |
| Deflect Missile | 20 [1] | 1 | Blocking | 1 sec. | Instant | 1 | Mo, PW | 1 M143, B251 |
| Grease | 20 [1] | 0 | Area | 1 sec. | 10 min. | 3/S | Мо | 1 M142 |
| Great Haste | 20 [2] | 1 | Regular | 3 sec. | 10 sec. | 5# | Mo | 1 M146, B251 |
| Haste | 20 [1] | 0 | Regular | 2 sec. | 1 min. | 2/pt./H | Мо | – M142, B251 |
| Protection & Warning | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Armor | 20 [1] | 2 | Regular | 1 sec. | 1 min. | Varies | PW | 1 M167, B253 |
| Catch Missile | 20 [1] | 1 | Blocking | 1 sec. | Instant | 2 | PW | 2 M168 |
| Deflect Missile | 20 [1] | 1 | Blocking | 1 sec. | Instant | 1 | Mo, PW | 1 M143, B251 |
| Force Dome | 20 [1] | 1 | Area | 1 sec. | <u>10 min.</u> | 3/2 | PW | 10 M170 |
| Iron Arm | 20 [1] | 2 | Blocking | 1 sec. | Instant | 1 | PW | 4 M169 |
| Return Missile | 20 [1] | 1 | Blocking | 1 sec. | Instant | 2 | PW | 3 M168 |
| Shield | 20 [1] | 2 | Regular | 1 sec. | 1 min. | Varies | PW We | – M167, B252 |
| Weather Dome | 20 [1] | 0 | Area | 1 sec. | 6 hrs. | 3/2 | PW, We | 8 M169 |
| Water | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Create Water | 20 [1] | 0 | Regular | 1 sec. | Perm. | 2/gal. | Wa | 2 M184, B253 |
| Purify Water | 20 [1] | 0 | Special | 5-10 sec./gal. | | 1/gal. | Wa | 1 M184, B253 |
| Seek Water | 20 [1] | 0 | Information | 1 sec. | Instant | 2 | Wa | — M184, B253 |
| Weather | Skill | Magery | | Time | Duration | Casting Cost | College | Prereq Page |
| Weather Dome | 20 [1] | 0 | Area | 1 sec. | 6 hrs. | 3/2 | PW, We | 8 M169 |

| | LOAD-OUTS | | |
|--|---|--|---|
| Qty | Combat | Cost | v |
| 1 | Armor | 340 | 19.5 lb |
| | Description: In GCA a "Parent" item can have other traits as This is essentially an organizational structure, allowing you | | |
| | together under the parent item if you wish. To make an item | n a "child" righ | t click on it |
| | and select "Make Child of " The child items will be hidden | | |
| | the child items by right clicking on the parent and selecting | | |
| | Once displayed the children will be shown in a "tree" formative item may be assigned as a parent by right clicking on it and | | |
| | this entry is here for convenience, as it is automatically des | | |
| 1 | Leather Armor Suit {p. L18} | 340 | 19.5 lb |
| | Description: TL:1 LC: DR:2* Locations: all Notes: This i | is a full suit of | armor from |
| | GURPS Lite. It includes an article of light, common cloth | | |
| | or padding, if this is usual for the armor. The statistics a | | |
| | not have to buy clothing or padding seperately, or account Location: all | | anu weight. |
| 1 | Fussgelenke | 0 | _ |
| | Description: Parent | | |
| 1 | Handgelenke | 0 | - |
| | Description: Parent | | |
| 1 | Hände | 1800 | 4 lb |
| | Description: Parent | | |
| 1 | Stab des würdigen (11FP) {p. B273, | 1800 | 4 lb |
| | B274} | | |
| | Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr | | |
| | Skill:Staff Notes: Requires two hands.], [Mode:staff thru: | | |
| | Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Hande | | |
| | two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 I | | |
| | Handed Sword Notes: Requires two hands.] | | |
| 1 | Hüften | 0 | - |
| _ | Description: Parent | 100 | 0.05 " |
| 1 | Ordinary Clothes {p. B266} | 400 | 2.25 lb |
| | Description: One complete outfit, ranging in quality from cas | | |
| | fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr | | |
| | footwear. 20% of cost of living; 2lbs. | coo and our | |
| 1 | Gem of Healing | 400 | 4 oz |
| | Usernotes: Major Healing, Spell Stone. Jasper stone | | |
| | heals 8 HP when crushed in hand. One use. | | |
| 1 | Potion Belt {p. DF1:25} | 1365 | 4 lb |
| | Description: Notes: Belt with four slots, each of which can c | | |
| | | | |
| | or two potion vials. Wearer can reach them with Ready or F | ast-Draw. Pa | dding |
| | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + | ast-Draw. Pa | dding |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. | ast-Draw. Pa | dding berate |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) | ast-Draw. Pa -2 DR vs. deli | dding berate |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers a attacks. Minor Healing Potion (Drinkable) {p. DF1:29} | ast-Draw. Pa -2 DR vs. deli | dding berate |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers a attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? | ast-Draw. Pa -2 DR vs. deli | dding berate |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers a attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? | ast-Draw. Pa -2 DR vs. deli | dding |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. | 2 DR vs. deli 360 405 | dding berate 1.5 lb |
| | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken | asi-Draw. Pa -2 DR vs. deli 360 | dding berate 1.5 lb |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent | rast-Draw. Pa 2 DR vs. deli 360 405 0 | dding berate 1.5 lb 1.5 lb - |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken | 2 DR vs. deli 360 405 | dding berate 1.5 lb 1.5 lb - |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: | rast-Draw. Pa -2 DR vs. deli 360 405 0 3905 | dding berate 1.5 lb 1.5 lb - 29.75 lb |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack | asi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost | dding berate 1.5 lb 1.5 lb - 29.75 lb Weight |
| 3 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: | rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 | dding berate 1.5 lb 1.5 lb - 29.75 lb Weight 39.35 lb |
| 3 1 Qty 1 | or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). | asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter | dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to |
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Magnus

| POINTS SUMMARY | Pts |
|--|------------|
| Basic Attributes, Secondary Characteristics | [169 |
| Advantages, Perks | [73 |
| Disadvantages, Quirks | -40 |
| Skills, Techniques | 53 |
| Spells | i 40 |
| Total Points Spent: | 295 |
| Unspent Points: | |
| CAMPAIGN LOG | |
| Points: (logged) 0 + (other) 0 = (total) 45 | |
| Änderungen: | |
| Potion Belt kostet CHF 600, geändert | |
| | |
| Habe Dir alle möglichen "Aufhängpunkte" in deinen Cha | r geäddet |
| 11.02.2011: 0 pts | |
| Training | |
| Attribute: | |
| +1 Int | |
| | |
| Neue Skills: | |
| +1 Fast Draw Potion 40\$ | |
| +1 Deflect Missile | |
| +1 Catch Missile | |
| +1 Return Missile | |
| | |
| Erhöhte Skills | |
| +2 Innate Attack 40\$ | |
| +1 Hang Spell 20\$ | |
| +1 Great Haste 20\$ | |
| 11.01.2011: 0 pts | |
| Blut und Schätze Afterhour | 30.10.2011 |
| Die Bücher von der Kutschenfahrt den Zwergen in Baldu | |
| | irstor |
| gebracht. | irstor |
| | irstor |
| Das Orkbanditenlager ausgelöscht. | irstor |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine <enter here="" notes=""></enter> | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine <enter here="" notes=""> 21.08.2011: 9 pts Session 1+2 Zepter</enter> | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine <enter here="" notes=""> 21.08.2011: 9 pts</enter> | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine <enter here="" notes=""> 21.08.2011: 9 pts Session 1+2 Zepter <enter here="" notes=""> 17.08.2011: 12 pts</enter></enter> | 29.10.2011 |
| Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine <enter here="" notes=""> 21.08.2011: 9 pts Session 1+2 Zepter <enter here="" notes=""></enter></enter> | 29.10.2011 |