

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>															
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	* Inclu	des	s: +1800	) from	i 'Money'	, +3700	from 'Mon	ey', -41	0 from	'Money',	+1550	) fror	n 'Mon	∋y'	
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	<b>MBRAN</b>	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	<b>e</b> »	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						)									
Water       1 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'       Over 4       Back 5       Slightly         Basic       40 lb       160 lb       240 lb       300 lb       1000 lb         1 Takes 2 seconds to complete       1 Double with a running start       1 Takes 4 seconds to complete       1 Double with a running start         1 Takes 4 seconds to complete       1 Double with a running start       0         TEMPLATES AND META-TRAITS         Name       Pts         Wizard (Dungeon Fantasy) {p. DF1:13}       0         ReACTION MODIFIERS       Appearance: +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 (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' Res of Duty (Adventuring companions) Appleter       1         Native       Spoken       Written       Pts															
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					
REACTION MODIFIERS         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       [1]         Native       Spoken         Written       Pts         Orks {p. B23}       [1]         LANGUAGES       [1]         Native       Spoken         Written       Pts         Common (Native) {p. B24}       Native       Native         Ork {p. B24}       Broken       [1]         ADVANTAGES       Pts         Name       Pts         Status Fatigue Points 2 (Affects displayed FP score, +0%;       [6]         Usable only for Spelicasting, -10%       [6]         Magery 6 {p. B66}       [60]         Magery 0 {p. B66}       [5]         DisadvAntAges       [5]         Name       Pts         Overconfidence (12 or less, *1) {p. B148}       [-5]	Nor				TEMP	LATE	S AND	MET	A-TR	AITS			-	••	
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]	
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%)       [6]       [60]         Magery 6 {p. B66}       [60]       [60]         Magery 0 {p. B66}       [5]       [6]         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]         Sense of Duty (Adventuring companions) {p. B153}       [-5]         Weirdness Magnet {p. B162}       [-15]         QUIRKS         Name       Pts         Careful {p. B164}	Appe Statu Othe 'O cor	ear US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance : +0 +0* ditional: confiden anions)'	+2 france' w	n Fant F om 'Over hen expe n in dang CU	reasy) { REAC reconfider erienced 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]	
LANGUAGES         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 6 {p. B66}       [       60]       Magery 0 {p. B66}       [       61]         DISADVANTAGES         Name       Pts         Obsession (To become the world's most powerful; 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 'O' cor Natir Hum	eal US Pr: Cond Verc mpa	rance : +0 +0* ditional: confiden anions)'	+2 france' w	n Fant F om 'Over hen expe n in dang CU	reasy) { REAC reconfider erienced 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		" " " " " " "	0] ts 0]	
Native     Spoken     Written     Pts       common (Native) {p. B24}     Native     Native     0       Non-native     Spoken     Written     Pts       Ork {p. B24}     Broken     –     1       ADVANTAGES     Pts       Stars     ADVANTAGES       Name     Pts       Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)     [6]       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. B146}     [-10]       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}	Appe Statu Othe 'O' Cor Natir Hum Non	eai US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance : +0 +0* ditional: confider anions)' n (Nati ative	geo : +0 +2 fr wwher	n Fant F om 'Over hen expe n in dang CU	reasy) { REAC reconfider erienced 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		" " " " " " "	0] ts 0] ts	
Common (Native) {p. B24}         Native         Native         Native         0           Non-native         Spoken         Written         Pts           Ork {p. B24}         Broken         –         1           ADVANTAGES         Pts           Same         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}         [         60]         [         6]           DISADVANTAGES         Pts         [         6]           Obsession (To become the world's most powerful; 12 or less, *1) {p. B146}         [         -10]           Overconfidence (12 or less, *1) {p. B148}         [         -5]           Sense of Duty (Adventuring companions) {p. B153}         [         -5]           Weirdness Magnet {p. B162}         [         -15]           QUIRKS         Pts         [         -1]	Appe Statu Othe 'O' Cor Natir Hum Non	eai US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance : +0 +0* ditional: confider anions)' n (Nati ative	geo : +0 +2 fr wwher	n Fant F om 'Over hen expe n in dang CU	reasy) { REAC reconfider erienced 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		" " " " " " "	0] ts 0] ts	
Non-native         Spoken         Written         Pts           Ork {p. B24}         Broken         –         1           ADVANTAGES         Pts           Same         Pts           Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)         [6]           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. B146}         [-10]           Overconfidence (12 or less, *1) {p. B148}         [-5]           Sense of Duty (Adventuring companions) {p. B153}         [-5]           Weirdness Magnet {p. B162}         [-15]           QUIRKS         Pts           Careful {p. B164}         [-1]	Appe Statu Othe 'O' Cor Natir Hum Non	eai US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance : +0 +0* ditional: confider anions)' n (Nati ative	geo : +0 +2 fr wwher	n Fant F om 'Over hen expe n in dang CU	asy) { REAC <sup>*</sup> confider erienced erious sit LTUR 3}	p. DF1: TION M nce' when NPCs, +2 tuations if	13} ODIF 2 from 'S Sense MILIA	or naive Sense o of Duty	e individu f Duty (/ is know	Advent		" " " " " " "	0] ts 0] ts	
Ork {p. B24}         Broken         [1]           ADVANTAGES         Pts           Name         Pts           Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)         [6]           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. B146}         [-10]           Overconfidence (12 or less, *1) {p. B148}         [-5]           Sense of Duty (Adventuring companions) {p. B153}         [-5]           Weirdness Magnet {p. B162}         [-15]           QUIRKS         Pts           Careful {p. B164}         [-1]	Appe Statu Othe CON Nati Non Orks	eau US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance +0 +0* ditional: confiden anions)'	+2 fr +2 fr wher ive)	n Fant F om 'Over hen expo h in dang CU {p. B2	asy) { REAC <sup>-</sup> confider erous sid LTUR 3}	p. DF1: TION M NPCs, +2 tuations if RAL FA	13} IODIF 2 from 'S Sense MILLIA	FIERS or naive Sense o of Duty ARITIE	a individu f Duty (/ is know ES	Advent n tten		P [ [	0] ts 1]	
Ork {p. B24}         Broken         [1]           ADVANTAGES         Pts           Name         Pts           Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)         [6]           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. B146}         [-10]           Overconfidence (12 or less, *1) {p. B148}         [-5]           Sense of Duty (Adventuring companions) {p. B153}         [-5]           Weirdness Magnet {p. B162}         [-15]           QUIRKS         Pts           Careful {p. B164}         [-1]	Appe Statu Othe CON Nati Non Orks	eau US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance +0 +0* ditional: confiden anions)'	+2 fr +2 fr wher ive)	n Fant F om 'Over hen expo h in dang CU {p. B2	asy) { REAC <sup>-</sup> confider erous sid LTUR 3}	p. DF1: TION M NPCs, +2 tuations if RAL FA	13} IODIF 2 from 'S Sense MILLIA	FIERS or naive Sense o of Duty ARITIE	a individu f Duty (/ is know ES	Advent n tten		P [ [	0] ts 0] ts 1]	
ADVANTAGES          ADVANTAGES         Name       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}       [5]         DISADVANTAGES         Name       Pts         Obsession (To become the world's most powerful; 12 or less, *1) {p. B146}       [-10]         Overconfidence (12 or less, *1) {p. B148}       [-5]         Sense of Duty (Adventuring companions) {p. B153}       [-5]         Weirdness Magnet {p. B162}       [-15]         QUIRKS       Pts         Careful {p. B164}       [-1]	Wizz Appo Statu Othe * C 'O Col Nati Hum Non Orks Nati Com	ean US: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr: Pr	rance +0 +0* ditional: confiden anions)' n (Nati ative b. B23	+2 fr +2 fr wher ive)	n Fant F om 'Over hen expo h in dang CU {p. B2	asy) { REAC <sup>-</sup> confider erous sid LTUR 3}	p. DF1: TION M NPCs, +2 tuations if RAL FA	13} IODIF 2 from 'S Sense MILLA AGES Spok Nativ	or naive Sense o of Duty ARITIE	a individu if Duty (/ is know ES	Advent n tten tive		P [ P	0] ts 0] ts 1] ts 0]	
Name         Pts           Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)         [6]           Magery 6 {p. B66}         [60]           Magery 0 {p. B66}         [5]           DISADVANTAGES           Name           DISADVANTAGES           Name         Pts           Obsession (To become the world's most powerful; 12 or less, *1) {p. B146}         [-10]           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]	Wizz Appo Statu Othe * C 'O Col Nati Hum Non Orks Nati Com Non	ve arc Jar Ve ar ve ar ve ar s { f	rance +0 ditional: confident anions)' n (Nati ative b. B23 bn (Nati ative	geo : +0 +2 frr cce' w wher ive) }	n Fant F om 'Over hen expo h in dang CU {p. B2	asy) { REAC <sup>-</sup> confider erous sid LTUR 3}	p. DF1: TION M NPCs, +2 tuations if RAL FA	13} ODIF 2 from 'S 2 sense MILLA AGES Spok Nativ	FIERS Sense o of Duty ARITII	a individu if Duty (/ is know ES	Advent n tten tive		P [ P	0] ts 0] ts 1] ts 1] ts	
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less, *1) {p. B146}         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 ]	Wizz Apped Statt Othec Con Nati Com Non Orks Nati Com Non Orks Nati Com Non Orks Nati Com Non	ve arc eal us: eal ver mp: ver mp: ver mp: eal ver mp: ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal ver mp: eal eal eal eal eal eal eal eal	rance: : +0 +0* ditional: confider anions)* 1 (Nati ative b 23 b 23 conf (Na ative b 24 confy	e Pcc 600 S	n Fant F om 'Over hen expe hen expe hen expe cu (p. B2 (p. B2 (p. B2 (p. B2) (p. B2 (p. B2) (p. B2	asy) { REAC confider prienced erous sil LTUR 3} L 24} AI (Affect asting,	p. DF1: TION M INPCs, +2 tuations if RAL FAI ANGU/ DVANT :ts displ -10%)	13} young trom 's Sense MILLA AGES Spok Brok Brok AGES	FIERS Sense o of Duty ARITII	e individu f Duty (/ is know ES Wri Na Wri	tten tten		P [ P [ P [ P [ P [ P	0] ts 0] ts 1] ts 1] ts 6]	
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Name         Pts           Careful {p. B164}         [ -1 ]	Wizz Apped Statu Othe Con Nati Non Orks Nati Com Orks Nati Com Orks Nati Com Orks Nati Com Orks Nati Com Orks Nati Com Com Com Com Com Com Com Com Com Com	ve aar -na -na -na -na -na -na -na -na -na -na	rance. : +0 +0' ditional: confider anions)' (Nati ative b. B23 bn (Nati ative b. B23 bn (Nati ative b. B23 bn (Nati ative b. B23 bn (Nati ative b. B23 bn (Nati ative b. B23 bn (Nati ative b. B23 bn (Nati ative b, b, b, b, c, b,	geo +2 fro +2 fro ive) ************************************	n Fant F om 'Over hen expension in dang CU {p. B2 } {p. B2 } (p. B2 } (p. B2 ) {p. B2 } (p. B2 ) {p. B2 } (p. B2 ) {p. B2 } (p. B2 ) (p. B2 ) ) (p. B2 ) ) (p. B2 ) ) (p. B2 ) ) (p. B2 ) ) (p. B2 ) ) (p. B2 ) ) ) (p. B2 ) ) ) (p. B2 ) ) ) (p. B2 ) ) ) (p. B2 ) ) ) ) (p. B2 ) ) ) (p. B2 ) ) ) (p. B2 ) ) ) ) (p. B2 ) ) ) ) (p. B2 ) ) ) ) (p. B2 ) ) ) ) ) (p. B2 ) ) ) ) ) ) ) ) ) ) ) ) )	asy) { REAC reconfider rerienced erous sit LTUR 3} L 24} AI (Affect asting, DIS, e the v less, uring of	p. DF1: TION M NPCs, +2 tuations if AL FAI ANGUA DVANT tts displ -10%) ADVAN world's r *1) {p. E compar	13} young trom 's Sense MILLA AGES Spok Nativ Spok Brok AGES Spok ITAG most 3148}	or naive Sense o of Duty ARITII	e individu f Duty (/ is know ES Wri Na Wri Core, +	tten tive tten			0] ts 0] ts 1] ts 1] ts 6] 60] 5] 5] -5]	
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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 <sup>‡</sup>	-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
		<ul> <li>-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.</li> </ul>

Printed: 11/2/2011

				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	<b>3</b> 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	<b>3</b> 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	<ul> <li>M142, B251</li> </ul>
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	<b>1</b> 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
<b>Protection &amp; Warning</b>	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	<b>v</b>
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
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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 <b>Totals:</b> 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). Wineskin (à 4 liter water) {p. B288}	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 ms liable to
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 <b>Totals:</b> <b>Rucksack</b> 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). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 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 <b>Totals:</b> 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). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288}	rast-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb
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3 1 <b>Qty</b> 1 1 10 1 1 1 6 2	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 <b>Totals:</b> <b>Rucksack</b> 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). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin platin	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 e, etc. 50 es, arctic advi 2270 ersonal basics 60 2000	dding berate 1.5 lb 1.5 lb 29.75 lb 29.75 lb 39.35 lb 39.35 lb 8.25 lb 5 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dn 5.12 dn
3 1 <b>Qty</b> 1 1 10 1 1 6 2 2	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). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: A winter bedroll, suitable for ice cave Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic advi 2270 ersonal basics 60 2000 200	dding berate 1.5 lb 1.5 lb 29.75 lb 29.75 lb 39.35 lb 39.35 lb 8.25 lb 5 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dn 5.12 dn
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3 1 <b>Qty</b> 1 1 10 1 1 6 2 2	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: Nates: 4 FP depleted for magic. Rücken Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: Notes: A winter bedroll, suitable for ice caw Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin silver coin gold coin copper Personal Basics {p. B288}	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic adve 2270 ersonal basics 60 2000 2000 0 5	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb 39.35 lb 81b entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12 dr 5.12 dr 5.12 dr 1.12 dr
3 1 <b>Qty</b> 1 1 1 1 1 1 6 2 2 0	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: Nates: Helds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin glatin coin gold coin copper Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic adve 2270 ersonal basics 60 2000 2000 0 5	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb 39.35 lb 81b entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12 dr 5.12 dr 5.12 dr 1.12 dr
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3 1 <b>Qty</b> 1 1 1 1 1 1 6 2 2 0	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. <b>Rücken</b> Description: Parent <b>Totals:</b> <b>Rucksack</b> 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). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. <b>Traveler's Rations {p. B288</b> } Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288}	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic advi 2270 ersonal basics 60 2000 2000 0 5 y Survival roll 50	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12 dr 5.12 dr 5.12 dr 5.12 dr 1 lb without it.
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SCRATCH PAD

## 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	
<b>Points:</b> (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