

**CHARACTER SHEET**

<b>ST</b> 9* [ 0 ]	<b>HP</b> 9 [ 0 ]	<b>Basic Speed</b> 6,25 [ 5 ]
<b>DX</b> 13† [ 40 ]	<b>Will</b> 15 [ 0 ]	<b>Basic Move</b> 6 [ 0 ]
<b>IQ</b> 15 [ 100 ]	<b>Per</b> 12 [ -15 ]	<b>BL</b> 16 lb (ST×ST)/5
<b>HT</b> 11 [ 10 ]	<b>FP</b> 14 [ 9 ]	<b>Thr</b> 1d-2 <b>Sw</b> 1d-1
<b>TL</b> 3 [ 0 ]	<b>SM</b> +0	

\* Includes: -1 from 'Racial ST Penalty'  
 † Includes: +1 from 'Shadow Elf (Dungeon Fantasy)'

<b>Vision</b> 12	<b>Fright Check</b> 15	<b>High Jump</b> 2.17 ft
<b>Hearing</b> 12	<b>Consciousness</b> 11	<b>Money</b> 0*
<b>Touch</b> 12	<b>Death Check</b> 11	
<b>Taste/Smell</b> 12	<b>Broad Jump</b> 3 yd	

\* Includes: +1000 from 'Money'

**ENCUMBRANCE TABLE**

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	16 lb	32 lb	48 lb	96 lb	160 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	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

**LIFTING FEATS**

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

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

**REACTION MODIFIERS**

Appearance: +0
Status: +0
Other: +0*

\* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Callous' when past victim, or has Empathy, +2 from 'Quarterstaff (Fine, Decorated, Power Item 6FP)'

**LANGUAGES**

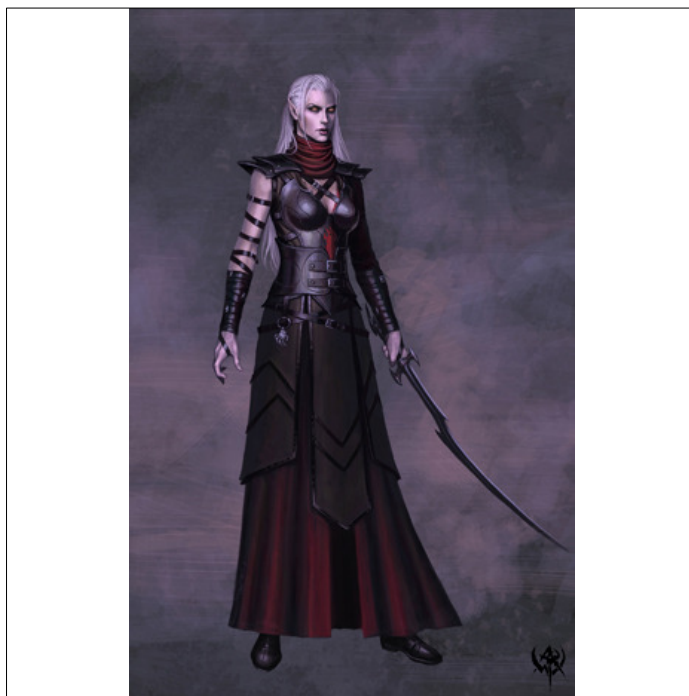
Native	Spoken	Written	Pts
Dark elfish (Native) {p. B24}	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
common {p. B24}	Broken	-	[ 1 ]

**TEMPLATES AND META-TRAITS**

Name	Pts
Shadow Elf (Dungeon Fantasy) {p. DF3:7}	[ 20 ]
Features: Cobweb-gray or jet-black hair.	
Description: Shadow elves are a little unsettling, and tend to pursue creepy professions.	
Racial ST Penalty -1 (Size, +0%)	[ -10 ]
Magery 0 {p. B66}	[ 5 ]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	
Silence 2 {p. B85}	[ 10 ]
Callous {p. B125}	[ -5 ]
Wizard (Dungeon Fantasy) {p. DF1:13}	[ 0 ]
Description: Your knowlege of magic is deeper than that of the cleric or druid. The party needs your mighty wizardry.	

**ADVANTAGES**

Name	Pts
Magery 6 {p. B66}	[ 60 ]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	



**DISADVANTAGES**

Name	Pts
Bad Temper (12 or less, *1) {p. B124}	[ -10 ]
Pyromania (12 or less, *1) {p. B150}	[ -5 ]
Sense of Duty (Adventuring companions) {p. B153}	[ -5 ]
Weirdness Magnet {p. B162}	[ -15 ]

**QUIRKS**

Name	Pts
Unused Quirk 1 {p. B163}	[ -1 ]
Unused Quirk 2 {p. B163}	[ -1 ]
Unused Quirk 3 {p. B163}	[ -1 ]
Unused Quirk 4 {p. B163}	[ -1 ]
Unused Quirk 5 {p. B163}	[ -1 ]

SKILLS			
DX based	Level	Relative	Pts
Body Sense {p. B181}	11	DX-2	[ 1 ]
Brawling {p. B182}	13	DX+0	[ 1 ]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 9			
Climbing {p. B183}	12	DX-1	[ 1 ]
Fast-Draw (Potion) {p. B194}	13	DX+0	[ 1 ]
Innate Attack (Projectile) {p. B201}	15	DX+2	[ 4 ]
Parry: 10			
Riding (Equines) {p. B217}	12	DX-1	[ 1 ]
Staff {p. B208}	15	DX+2	[ 8 ]
Parry: 12			
Stealth {p. B222}	12*	DX-1	[ 1 ]
Wrestling {p. B228}	12	DX-1	[ 1 ]
Parry: 9			
HT based	Level	Relative	Pts
Hiking {p. B20}	10	HT-1	[ 1 ]
IQ based	Level	Relative	Pts
Alchemy/TL3 {p. B174, M210}	15	IQ+0	[ 8 ]
Diplomacy {p. B187}	13	IQ-2	[ 1 ]
First Aid/TL3 (Elf) {p. B195}	15	IQ+0	[ 1 ]
Gesture {p. B198}	15	IQ+0	[ 1 ]
Hazardous Materials/TL3 (Magical) {p. B199}	14	IQ-1	[ 1 ]
Hidden Lore (Magical Items Lore) {p. B199}	15	IQ+0	[ 2 ]
Occultism {p. B212}	15	IQ+0	[ 2 ]
Research/TL3 {p. B217}	14	IQ-1	[ 1 ]
Savoir-Faire (High Society) {p. B218}	15	IQ+0	[ 1 ]
Speed-Reading {p. B222}	14	IQ-1	[ 1 ]
Strategy (Land) {p. B222}	13	IQ-2	[ 1 ]
Teaching {p. B224}	11†	IQ-4	[ 1 ]
Thaumatology {p. B225}	18‡	IQ+3	[ 1 ]
Writing {p. B228}	14	IQ-1	[ 1 ]
Per based	Level	Relative	Pts
Scrounging {p. B218}	12	Per+0	[ 1 ]
Will based	Level	Relative	Pts
Meditation {p. B207}	14	Will-1	[ 2 ]
* Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only			
† Includes: -3 from 'Callous'			
‡ Includes: +6 from 'Magery'			

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		13	9	1d-3 cr	C	-	-	
Brawling: Bite		13	-	1d-3 cr	C	-	-	
Brawling: Kick		11	-	1d-2 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Quarterstaff (Fine, Decorated, Power Item 6FP): Staff swing		15	12	1d+1 cr	1,2	7†	4	
Quarterstaff (Fine, Decorated, Power Item 6FP): Staff thrust		15	12	1d cr	1,2	7†	4	
Quarterstaff (Fine, Decorated, Power Item 6FP): Sword swing		8	7	1d+1 cr	1,2	9†	4	
Quarterstaff (Fine, Decorated, Power Item 6FP): Sword thrust		8	7	1d-1 cr	2	9†	4	

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Explosive Fireball	15	~1d burn ex	1	25 yd / 50 yd	-	-	-	-	-	-	~2-6en
Fireball	15	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	8/9	
DX	DX	DX	Light	

**Loc. HP #**

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

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

**Notes:**

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

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

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

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

\* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

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

HP loss effects are cumulative with each other and any effects suffered from FP loss.  
**less than 1/3 HP:** Dodge/2 and Move/2 (round up).  
**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.  
**-1xHP or less:** Make a HT roll vs. death immediately and for every full multiple of HP below 0.  
**-5xHP or less:** Immediate death.

FP	0 FP
14 13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
4 3 2 1	-10 -11 -12 -13

FP loss effects are cumulative with each other and any effects suffered from HP loss.  
**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.  
**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.  
**-1xFP or less:** Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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

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

SLAM TABLE		
1-2	3-5	6-7
1d-3	1d-2	1d-1

SPELL GRIMOIRE								
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Clumsiness	19 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2 M36, B244
Itch	19 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	– M35, B244
Pain	19 [1]	0	Regular/R-HT	2 sec.	1 sec.	2	BC	2 M36, B244
Resist Pain	19 [1]	2	Regular	1 sec.	1 min.	4/2	BC	3 M38
Spasm	19 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1 M35, B244
Stun	19 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	3 M37
Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Fire	19 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Explosive Fireball	20 [2]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	4 M75, B247
Fireball	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	3 M74, B247
Ignite Fire	19 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	– M72, B246
Shape Fire	19 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Delay	19 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15 M130
Hang Spell	18 [1]	3	Special	10 sec.	1 hr.	Varies	MS	16 M128
Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Drunkenness	19 [1]	0	Regular/R-Will	2 sec.	1 min.	Varies	MC	4 M136
Emotion Control	19 [1]	0	Area/R-Will	1 sec.	1 hr.	2	MC	3 M137
Foolishness	19 [1]	0	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	– M134, B250
Forgetfulness	19 [1]	1	Regular/R-Will or skill	10 sec.	1 hr.	3/3	MC	1 M135, B250
Great Hallucination	18 [1]	2	Regular/R-Will	4 sec.	1 min.	6/3	MC	8 M141
Hallucination	19 [1]	1	Regular/R-Will	3 sec.	1 min.	4/2	MC	7 M140
Madness	19 [1]	1	Regular/R-Will-2	2 sec.	1 min.	4/2	MC	2 M136
Mental Stun	19 [1]	0	Regular/R-Will	1 sec.	Instant	2	MC	2 M135
Suggestion	19 [1]	1	Regular/R-Will	10 sec.	10 min.	4/3	MC	5 M140
Movement	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Apportation	19 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	– M142, B251
Deflect Missile	19 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1 M143, B251
Great Haste	20 [4]	1	Regular	3 sec.	10 sec.	5#	Mo	1 M146, B251
Haste	19 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	– M142, B251
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Catch Missile	19 [1]	1	Blocking	1 sec.	Instant	2	PW	2 M168
Deflect Missile	19 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1 M143, B251
Iron Arm	19 [1]	2	Blocking	1 sec.	Instant	1	PW	4 M169
Return Missile	19 [1]	1	Blocking	1 sec.	Instant	2	PW	3 M168

