



CHARACTER SHEET

Name: Cullan
Race: Human
Appearance:

Player:
Ht: Wt: Age: Spent: 250
Unspent: 0

Character stats table including ST 10, HP 10, DX 12, Will 16, IQ 15, Per 12, BL 20 lb, HT 11, FP 19, TL 3, SM +0.

* Conditional: -2 from 'Skinny' when you resist knockback
+ Includes: +1 from 'Extra Will'
+ Includes: +5 from 'Extra Fatigue Points'

Skills table: Vision 12, Taste/Smell 12, Death Check 11, Hearing 12, Fright Check 16, Broad Jump 3 yd, Touch 12, Consciousness 11, High Jump 2.17 ft.

HP 3, 0, -10, -20, -30, -40, -50 FP 6, 0, -19

SLAM TABLE with columns 1-2, 3-5, 6-7 and corresponding dice rolls.

ENCUMBRANCE TABLE with columns Name, Light, Med, Hvy, X-Hvy and rows for Basic, Ground, Water, Dodge.

Combat table with columns PARRY, BLOCK, DODGE, OTHER and rows for Staff, Loc., Eyes, Neck, Skull, Face, Torso.

MELEE ATTACKS table with columns Name, Skill, Parry, Damage, Reach, ST, LC, Notes.

RANGED ATTACKS table with columns Name, Skill, Damage, Acc, Range, RoF, Shots, ST, Bulk, Rcl, LC, Notes.

ADVANTAGES table with columns Name, Pts and rows for English, Extra Fatigue Points, Extra Magery, Extra Will, Magery, Magery 0.

DISADVANTAGES table with columns Name, Pts and rows for Curious, Frightens Animals, Obsession, Skinny, Stubbornness.

QUIRKS table with columns Name, Pts and rows for Alcohol Intolerance, Cannot Float.

SKILLS table with columns Name, Level, Relative, Pts and rows forAlchemy, Climbing, Fast-Draw, First Aid, Gesture, Hazardous Materials, Hidden Lore, Hiking, Innate Attack.

SKILLS (continued) table with columns Name, Level, Relative, Pts and rows for Innate Attack, Meditation, Occultism, Research, Speed-Reading, Staff, Stealth, Teaching, Thaumatology, Writing.

SIZE AND SPEED/RANGE TABLE with columns Spd/Rng, Size, Measure and rows for various sizes and measures.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

SPELLS			
Name	Level	Relative	Pts
Breathe Fire	16*	IQ+1	[1]
Burning Touch	17*	IQ+2	[1]
Concussion	17*	IQ+2	[1]
Create Air	17*	IQ+2	[1]
Create Fire	17*	IQ+2	[1]
Deflect Energy	17*	IQ+2	[1]
Explosive Fireball	17*	IQ+2	[1]
Extinguish Fire	17*	IQ+2	[1]
Fire Cloud	17*	IQ+2	[1]
Fireball	17*	IQ+2	[1]
Fireproof	17*	IQ+2	[1]
Flame Jet	17*	IQ+2	[1]
Flaming Armor	17*	IQ+2	[1]
Flaming Missiles	17*	IQ+2	[1]
Flaming Weapon	17*	IQ+2	[1]
Heat	17*	IQ+2	[1]
Ignite Fire	17*	IQ+2	[1]
Lightning	17*	IQ+2	[1]
Purify Air	17*	IQ+2	[1]
Rain of Fire	17*	IQ+2	[1]
Resist Fire	17*	IQ+2	[1]
Shape Air	17*	IQ+2	[1]
Shape Fire	17*	IQ+2	[1]
Smoke	17*	IQ+2	[1]
Sound	17*	IQ+2	[1]
Spark Storm	17*	IQ+2	[1]
Stench	17*	IQ+2	[1]
Thunderclap	17*	IQ+2	[1]
Wall of Lightning	17*	IQ+2	[1]
Windstorm	17*	IQ+2	[1]

* Includes: +4 from 'Magery'

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Breathe Fire	16	Regular	2 sec.	1 sec.	1 to 4	Fi	M76
Burning Touch	17	Melee	1 sec.	Instant	1 to 3	Fi	M76
Concussion	17	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	M26
Create Air	17	Area	1 sec.	5 sec.#	1	Ai	M23, B243
Create Fire	17	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Deflect Energy	17	Blocking	1 sec.	Instant	1	Fi	M73, B246
Explosive Fireball	17	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	M75, B247
Extinguish Fire	17	Area	1 sec.	Perm.	3	Fi	M72, B247
Fire Cloud	17	Area	1 to 5 sec.	10 sec.	1 to 5/S	Fi	M75
Fireball	17	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	M74, B247
Fireproof	17	Area	5 min.	1 day	3#	Fi	M73
Flame Jet	17	Regular	1 sec.	1 sec.	1 to 3/S	Fi	M73
Flaming Armor	17	Regular	1 sec.	1 min.	6/3	Fi	M75
Flaming Missiles	17	Regular	3 sec.	1 min.	4/2#	Fi	M75
Flaming Weapon	17	Regular	2 sec.	1 min.	4/1	Fi	M75
Heat	17	Regular	1 min.	1 min.	Varies	Fi	M74, B247
Ignite Fire	17	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Lightning	17	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	M196, B244
Purify Air	17	Area	1 sec.	Instant	1	Ai	M23, B243
Rain of Fire	17	Area	1 sec.	1 min.	1/S#	Fi	M74
Resist Fire	17	Regular	1 sec.	1 min.	2/1#	Fi	M74, B247
Shape Air	17	Regular	1 sec.	1 min.	1 to 10#	Ai	M24, B243
Shape Fire	17	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Smoke	17	Area	1 sec.	5 min.#	1/H	Fi	M73
Sound	17	Regular	1 sec.	Varies	Varies	So	M171, F172
Spark Storm	17	Area	Instant#	1 min.#	2, 4, or 6/H	We, Ai	M197
Stench	17	Area	1 sec.	5 min.	1	Ai	M24, B244

SPELL GRIMOIRE (continued)							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Thunderclap	17	Regular	1 sec.	Instant	2	So	M171
Wall of Lightning	17	Regular	1 sec.	1 min.	2 to 6/S	We, Ai	M197
Windstorm	17	Area	Instant#	1 min.#	2/H	Ai	M25

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[149]
Advantages, Perks	[65]
Disadvantages, Quirks	[-37]
Skills, Techniques	[43]
Spells	[30]
Total Points Spent:		250
Unspent Points:		0