



CHARACTER SHEET

Name: Paula Schmitt
 Race: Human
 Appearance:

Player: Spent: 150
 Ht: 5'3" Wt: 119 Age: 28 Unspent: 0

ST 10 [0]	HP 10 [0]	Basic Speed 5 [0]
DX 10 [0]	Will 16 [10]	Basic Move 5 [0]
IQ 14 [80]	Per 14 [0]	BL 20 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	^{Thr} 1d-2 ^{Sw} 1d
TL 3 [0]	SM +0	

Vision 14	Taste/Smell 14	Death Check
Hearing 14	Fright Check 16	Broad Jump 7
Touch 14	Consciousness	High Jump 20

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□

FP	0 FP	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
□□□□□□□□	□□□□□□□□	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
10			8	0
Staff			None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Sense of Duty (Elves still in Tredroy)' when "in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs	

ADVANTAGES	
Name	Pts
English (Native; Native Language)	[0]
Appearance (Attractive)	[4]
Arabic (Accented)	[4]
Christian (Native)	[0]
Latin (Native)	[6]
Magery 3 (Accessibility (Mirror Magery) (+5))	[15]
Magery 0	[5]
Muslim	[1]
Status 1 (Governor's Wizard)	[5]

DISADVANTAGES	
Name	Pts
Code of Honor (Professional)	[-5]
Colorblindness	[-10]
Enemy (Agents of Dorlis; medium-sized group, some formidable or super-human; 6 or less)	[-15]
Light Sleeper	[-5]
Miserliness (12 or less)	[-10]
Overconfidence (12 or less)	[-5]
Sense of Duty (Elves still in Tredroy; Small Group)	[-5]
Weirdness Magnet	[-15]

QUIRKS	
Name	Pts
Always Planning	[-1]
Avoids using Red Doors (Superstition)	[-1]
High Pitched Annoying laugh	[-1]
Scar on Left Knee	[-1]

QUIRKS (continued)	
Name	Pts
Wears a mirror around her neck	[-1]

SKILLS			
Name	Level	Relative	Pts
Accounting	12	IQ-2	[1]
Administration	13	IQ-1	[1]
Area Knowledge (Tredroy)	14	IQ+0	[1]
Bow	12	DX+2	[8]
Criminology/TL3	13	IQ-1	[1]
Detect Lies	13	Per-1	[2]
Farming/TL3	13	IQ-1	[1]
Fast-Talk	13	IQ-1	[1]
Innate Attack (Beam)	12	DX+2	[4]
Interrogation	14	IQ+0	[2]
Meditation	15	Will-1	[2]
Merchant	13	IQ-1	[1]
Public Speaking	13	IQ-1	[1]
Riding (Equines)	9	DX-1	[1]
Savoir-Faire (High Society)	14	IQ+0	[1]
Sewing/TL3	10	DX+0	[1]
Sex Appeal	9	HT-1	[1]
Shadowing	13	IQ-1	[1]
Staff	11	DX+1	[4]
Parry: 10			
Stealth	12	DX+2	[8]
Streetwise	13	IQ-1	[1]
Survival (Plains)	13	Per-1	[1]
Swimming	11	HT+1	[2]
Teaching	13	IQ-1	[1]
Thaumatology	14*	IQ+0	[1]

SPELLS			
Name	Level	Relative	Pts
Apportation	15*	IQ+1	[1]
Blur	15*	IQ+1	[1]
Colors	15*	IQ+1	[1]
Continual Light	15*	IQ+1	[1]
Create Plant	15*	IQ+1	[1]
Create Spring	15*	IQ+1	[1]
Create Water	15*	IQ+1	[1]
Dark Vision	15*	IQ+1	[1]
Darkness	15*	IQ+1	[1]
Dehydrate	15*	IQ+1	[1]
Destroy Water	15*	IQ+1	[1]
Detect Magic	15*	IQ+1	[1]
Dry Spring	15*	IQ+1	[1]
Essential Wood	15*	IQ+1	[1]
Flash	15*	IQ+1	[1]
Forest Warning	15*	IQ+1	[1]
Freeze	15*	IQ+1	[1]
Heal Plant	15*	IQ+1	[1]
Hide Path	15*	IQ+1	[1]
Icy Touch	15*	IQ+1	[1]
Identify Plant	15*	IQ+1	[1]
Invisibility	15*	IQ+1	[1]
Light	15*	IQ+1	[1]
Light Jet	15*	IQ+1	[1]
Mage Light	15*	IQ+1	[1]
Mage Sight	15*	IQ+1	[1]
Mirror	15*	IQ+1	[1]
Missile Shield	15*	IQ+1	[1]
Night Vision	15*	IQ+1	[1]
Plant Control	15*	IQ+1	[1]
Plant Growth	15*	IQ+1	[1]
Plant Sense	15*	IQ+1	[1]
Purify Water	15*	IQ+1	[1]

SPELLS (continued)			
Name	Level	Relative	Pts
Remove Reflection	15*	IQ+1	[1]
Remove Shadow	15*	IQ+1	[1]
Scroll	15*	IQ+1	[1]
See Invisible	15*	IQ+1	[1]
Seek Earth	15*	IQ+1	[1]
Seek Plant	15*	IQ+1	[1]
Seek Water	15*	IQ+1	[1]
Shade	15*	IQ+1	[1]
Shape Earth	15*	IQ+1	[1]
Shape Plant	15*	IQ+1	[1]
Shape Water	15*	IQ+1	[1]
Walk Through Plants	15*	IQ+1	[1]
Water Jet	15*	IQ+1	[1]

* Includes: +3 from 'Magery'

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[90]
Advantages, Perks	[40]
Disadvantages, Quirks	[-75]
Skills, Techniques	[49]
Spells	[46]
Total Points Spent:	150
Unspent Points:	0

NOTES

Game Notes:

Mirror Magery is based off of Musical magery. The caster **MUST** use a mirror as the Musical caster must use an instrument. "Use" of course means play for the instrument. Scratching a back itch with a violin doesn't count as 'use' for spell casting purposes.

Where the musical mage cannot cast silently, the Mirror Mage must have light to see into the mirror.

In Marlyn's case her use of the mirror is related to Meditation when active and Dreaming when in her enhanced version of Autotrance. Normal casting is rather difficult in a trance, however she gets the +2 for 'contacting spirits' for her ceremonial castings this way.

She has normal "Magery 0", which means she can cast spells 4 levels lower IF there is no Magery 1 or higher prerequisite on them. She can also cast from scrolls and items as a mage.

Background. Marlyn's father married a woman who was half elven shortly after she turned four. Her step uncle Magnar became her Mentor when it was discovered she had magical aptitude and he taught her much of the ways to help plants grow.

She might well have become a prosperous plantation wizard except Magnar went to Tredroy on business and never returned. Eventually his corpse was found in the Al Haz section of the city.

She made her way to Tredroy five years ago and found employment with the staff of the Cardien Governor. She has learned Tredroy is a dangerous place for elves and has been looking into the matters as best she can. She has little hope of solving her Uncle's murder directly at this stage of things but hopes to find who is endangering the elves who come this way.

Name	MELEE ATTACKS			Damage	Reach	ST	LC	Notes
	Skill	Parry						
Bite	10	—		1d-3 cr	C	—	—	
Kick	8	—		1d-2 cr	C,1	—	—	
Punch	10	8		1d-3 cr	C	—	—	
Water Jet	12	—		~1d knock	~1	—	—	~1-3 energy