


Portrait 	Identity	Player Information	100 Points
	Name: Voltus Memnor Title: _____ Religion: _____	Player: NPC Campaign: Fantasy Created On: Jun 1, 2011	Attributes: 60 Advantages: 65 Disadvantages: -40 Quirks: -5 Skills: 4 Spells: 16 Race: 0 Earned: 0
Description			
Race: Human Gender: _____ Age: 20 Birthday: _____		Height: 0" Weight: 0 lb Size: + 0 TL: -	Hair: _____ Eyes: _____ Skin: _____ Hand: Right

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																																														
Strength (ST): 10 Dexterity (DX): 9 Intelligence (IQ): 14 Health (HT): 10 Will: 14 Fright Check: 14 Basic Speed: 4.75 Basic Move: 4 Perception: 14 Vision: 14 Hearing: 14 Taste & Smell: 14 Touch: 14 thr: 1d-2 sw: 1d	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td>20 lb</td> <td>4</td> <td>7</td> </tr> <tr> <td>Light (1)</td> <td>40 lb</td> <td>3</td> <td>6</td> </tr> <tr> <td>Medium (2)</td> <td>60 lb</td> <td>2</td> <td>5</td> </tr> <tr> <td>Heavy (3)</td> <td>120 lb</td> <td>1</td> <td>4</td> </tr> <tr> <td>X-Heavy (4)</td> <td>200 lb</td> <td>1</td> <td>3</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>20 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>40 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>160 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>240 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>480 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>300 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>1,000 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	20 lb	4	7	Light (1)	40 lb	3	6	Medium (2)	60 lb	2	5	Heavy (3)	120 lb	1	4	X-Heavy (4)	200 lb	1	3	Lifting & Moving Things		Basic Lift:	20 lb	One-Handed Lift:	40 lb	Two-Handed Lift:	160 lb	Shove & Knock Over:	240 lb	Running Shove & Knock Over:	480 lb	Carry On Back:	300 lb	Shift Slightly:	1,000 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>0</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>0</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>0</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	0	<table border="1"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td>10</td> </tr> <tr> <td>Tired:</td> <td>3</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Unconscious:</td> <td>-10</td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td>10</td> </tr> <tr> <td>Reeling:</td> <td>3</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Check #1:</td> <td>-10</td> </tr> <tr> <td>Check #2:</td> <td>-20</td> </tr> <tr> <td>Check #3:</td> <td>-30</td> </tr> <tr> <td>Check #4:</td> <td>-40</td> </tr> <tr> <td>Dead:</td> <td>-50</td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	10	Tired:	3	Collapse:	0	Unconscious:	-10	Current HP:	_____	Basic HP:	10	Reeling:	3	Collapse:	0	Check #1:	-10	Check #2:	-20	Check #3:	-30	Check #4:	-40	Dead:	-50
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Magery 6	65	B66	Architecture/TL2	13	IQ-1	1	B176
Impulsiveness CR: 12 (Quite Often).	-10	B139	Carpentry	14	IQ+0	1	B183
Delusion (Believes the gods want him to create a city) Major, -10.	-10	B130	Body Sense	7	DX-2	1	B181
Jealousy	-10	B140	Artist (Sculpting)	12	IQ-2	1	B179
Easy to Read	-10	B134					
Dislikes Smoking	-1	B164					
Habit Creates Statues	-1	B164					
Habit Collects Rocks	-1	B164					
Habit Collects anything written	-1	B164					
Habit Talks to his deceased master	-1	B164					

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Seek Earth	Info Earth	3 -	10 sec Instant	18	IQ+4	1	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	18	IQ+4	1	M50
Earth to Stone	Regular Earth	3/25 cu ft # -	1 sec Permanent	18	IQ+4	1	M51
Apportation	Regular Movement	Varies	1 sec 1 min	18	IQ+4	1	M142
Levitation	Regular Movement	1 per 80 lbs Half	2 sec 1 min	18	IQ+4	1	M143
Flight	Regular Movement	5 3	2 sec 1 min	17	IQ+3	1	M145
Hawk Flight	Regular Movement	8 4	3 sec 1 min	17	IQ+3	1	M146
Teleport	Special Gate/Movement	Varies -	1 sec Instant	17	IQ+3	1	M147

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Blink	Blocking Gate/Movement	2 -	1 sec Instant	18	IQ+4	1	M148
Foolishness	Regular Mind Control	1 - 5 Half	1 sec 1 min	18	IQ+4	1	M134
Daze	Regular Mind Control	3 2	2 sec 1 min	18	IQ+4	1	M134
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	18	IQ+4	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	18	IQ+4	1	M89
Death Vision	Regular Necromancy	2 -	3 sec 1 sec	18	IQ+4	1	M149
Summon Spirit	Info Necromancy	20 10	5 min 1 min	18	IQ+4	1	M150
Zombie	Regular Necromancy	8 -	1 min until destroyed	18	IQ+4	1	M151

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	7	No		1d-2 cr	C,1	
Natural	Kick w/Boots	7	No		1d-1 cr	C,1	
Natural	Punch	9	7		1d-3 cr	C	

Notes

Voltus is a young mage just coming into his powers. The bad part is just as he became a mage his master died in a spell backlash. He wandered around the world for a while lost and confused.

Deep in the woods away from civilization he created a house shaping the earth into walls and turning them to stone. He realized he could create a 9' X 9' house of 2" thick stone in just a few minutes barely taxing his powers.

Every day he practiced making new houses sometimes joining them together to make larger ones. With his artistic ability he created fancy scroll work on the houses and statues of stone and metal in the gardens. His mind became clear he was to build a city for when they would come.

The area quickly turned into a small village of no one and Voltus was not able to keep back the forest from reclaiming his city. Voltus took to animating corpses to do the manual labor of keeping the city clean until they come. He travels the world but every night he returns to his city to add on and improve it. Some times bring back a new corpse to be animated.