



Name: Wizard
Race: Human
Appearance:

Player: 100 points
Ht: Wt:

Age: Spent: 100
Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5 [0]
DX 10 [0]	Will 11 [-5]	Basic Move 5 [0]
IQ 12 [40]	Per 10 [-10]	BL 20 lb (ST×ST)/5
HT 10 [0]	FP 13 [9]	Thr 1d-2 Sw 1d

TL 4 [0]	SM +0
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Vision 10	Taste/Smell 10	Death Check 10
Hearing 10	Fright Check 11	High Jump 1.67 ft
Touch 10	Consciousness 10	Broad Jump 2.33 yd

HP 3, 0, -10, -20, -30, -40, -50 **FP** 4, 0, -13

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
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
8	11	6	8	0
DX	Staff	DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. -1 from 'Low Pain Threshold' when from "macho" individuals	

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Gizmo 1	[5]
Magery 2	[20]
Magery 0	[5]
Roll to detect Magic Items with Mage Sense: 12 (Per+2)	
Photographic Memory	[10]
Roll to recall: 12 (IQ)	

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less)	[-10]
Curious (12 or less)	[-5]
Loner (12 or less)	[-5]
Low Pain Threshold	[-10]
Obsession (To become the world's most powerful...; 12 or less)	[-10]
Wealth (Struggling)	[-10]

SKILLS			
Name	Level	Relative	Pts
Alchemy/TL4	12	IQ+0	[8]
Cartography/TL4	11	IQ-1	[1]
Climbing	9	DX-1	[1]
Diplomacy	10	IQ-2	[1]
Fast-Draw (Potion)	10	DX+0	[1]
Hazardous Materials/TL4 (Magical)	11	IQ-1	[1]
Hidden Lore (Demon Lore)	11	IQ-1	[1]
Hidden Lore (Magical Items Lore)	12	IQ+0	[2]
Hidden Lore (Magical Writings Lore)	11	IQ-1	[1]
Hiking	9	HT-1	[1]

SKILLS (continued)

Name	Level	Relative	Pts
Innate Attack (Beam)	12	DX+2	[4]
Parry: 9			
Innate Attack (Projectile)	12	DX+2	[3]
Parry: 9			
Meditation	10	Will-1	[2]
Occultism	12	IQ+0	[2]
Research/TL4	11	IQ-1	[1]
Scrounging	10	Per+0	[1]
Speed-Reading	11	IQ-1	[1]
Staff	12	DX+2	[8]
Parry: 11			
Stealth	9	DX-1	[1]
Teaching	11	IQ-1	[1]
Thaumatology	11*	IQ-1	[1]
Writing	11	IQ-1	[1]
* +2 from 'Magery'			

SPELLS

Name	Level	Relative	Pts
Aura	12*	IQ+0	[1]
Burning Touch	13*	IQ+1	[2]
Create Fire	12*	IQ+0	[1]
Create Water	12*	IQ+0	[1]
Detect Magic	12*	IQ+0	[1]
Explosive Fireball	14*	IQ+2	[4]
Extinguish Fire	12*	IQ+0	[1]
Fireball	13*	IQ+1	[2]
Fireproof	12*	IQ+0	[1]
Flame Jet	14*	IQ+2	[4]
Flaming Weapon	13*	IQ+1	[2]
Heat	12*	IQ+0	[1]
Ignite Fire	12*	IQ+0	[1]
Keen Vision	12*	IQ+0	[1]
Mage Sight	12*	IQ+0	[1]
Measurement	12*	IQ+0	[1]
Purify Water	12*	IQ+0	[1]
Rain of Fire	12*	IQ+0	[1]
Resist Fire	12*	IQ+0	[1]
Seek Fire	12*	IQ+0	[1]
Seek Magic	12*	IQ+0	[1]
Seek Water	12*	IQ+0	[1]
Shape Fire	12*	IQ+0	[1]
* +2 from 'Magery'			

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[34]
Advantages, Perks		[40]
Disadvantages, Quirks		[-50]
Skills, Techniques		[44]
Spells		[32]
Total Points Spent:		100
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	–	1d-3 cr	C	–	–	
Burning Touch	10	–	~1d burn	C	–	–	~1-3en
Flame Jet	12	–	~1d burn	~1	–	–	~1-3en
Kick	8	–	1d-2 cr	C,1	–	–	
Punch	10	8	1d-3 cr	C	–	–	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Explosive Fireball	12	~1d burn ex	1	25 yd / 50 yd	–	–	–	–	–	–	~2-6en
Fireball	12	~1d burn	1	25 yd / 50 yd	–	–	–	–	–	–	~1-3en

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Aura	12	Information	1 sec.	Instant	3	Kn	M101, B249
Burning Touch	13	Melee	1 sec.	Instant	1 to 3	Fi	M76
Create Fire	12	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Create Water	12	Regular	1 sec.	Perm.	2/gal.	Wa	M184, B253
Detect Magic	12	Regular	5 sec.	Instant	2	Kn	M101, B249
Explosive Fireball	14	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	M75, B247
Extinguish Fire	12	Area	1 sec.	Perm.	3	Fi	M72, B247
Fireball	13	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	M74, B247
Fireproof	12	Area	5 min.	1 day	3#	Fi	M73
Flame Jet	14	Regular	1 sec.	1 sec.	1 to 3/S	Fi	M73
Flaming Weapon	13	Regular	2 sec.	1 min.	4/1	Fi	M75
Heat	12	Regular	1 min.	1 min.	Varies	Fi	M74, B247
Ignite Fire	12	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Keen Vision	12	Regular	1 sec.	30 min.	1 per +/H#	MC	M133
Mage Sight	12	Regular	1 sec.	1 min.	3/2	Kn	M102
Measurement	12	Area/Inform.	1 sec.	Instant	1	Kn	M100
Purify Water	12	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	M184, B253
Rain of Fire	12	Area	1 sec.	1 min.	1/S#	Fi	M74
Resist Fire	12	Regular	1 sec.	1 min.	2/1#	Fi	M74, B247
Seek Fire	12	Information	1 sec.	Instant	1	Fi	M72
Seek Magic	12	Information	10 sec.	Instant	6	Kn, MS	M102
Seek Water	12	Information	1 sec.	Instant	2	Wa	M184, B253
Shape Fire	12	Area	1 sec.	1 min.	2/H	Fi	M72, B246

EQUIPMENT			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status -2; TL0) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	20	2 lb
1	Sandals (TL0) Description: TL:0 LC: DR:1* Locations: Feet Notes: [14] DR applies to underside only. Location: Feet	25	8 oz