

PORTRAIT		IDENTITY			MISCELLANEOUS			200 POINTS						
		NAME			CREATED	Nov 28, 2024, 7:23 AM		22	UNSPENT					
		TITLE			MODIFIED	Nov 30, 2024, 12:03 PM		90	ANCESTRY					
		ORGANIZATION			PLAYER			80	ATTRIBUTES					
		DESCRIPTION						0	ADVANTAGES					
		GENDER	Female	HEIGHT	6'1"	HAIR	White	0	DISADVANTAGES					
		AGE	222	WEIGHT	154 lb	EYES	Blue	0	QUIRKS					
		BIRTHDAY		SIZE	+0	SKIN	Dark Grey	4	SKILLS					
		RELIGION		TL	3	HAND	Right	4	SPELLS					
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID			ENCUMBRANCE, MOVE & DODGE							
[0]	9	STRENGTH (ST)	[0]	15	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[0]	11	DEXTERITY (DX)	[0]	17	FRIGHT CHECK		EYES	-9	0	0	NONE	16 lb	5	9
[80]	15	INTELLIGENCE (IQ)	[0]	15	PERCEPTION (PER)	3-4	SKULL	-7	2	1	LIGHT	32 lb	4	8
[0]	10	HEALTH (HT)	[0]	15	VISION	5	FACE	-5	0	2	MEDIUM	48 lb	3	7
BASIC DAMAGE		[0]	15	HEARING	6-7	RIGHT LEG	-2	0		3	HEAVY	96 lb	2	6
1d-2 BASIC THRUST		[0]	15	TASTE & SMELL	8	RIGHT ARM	-2	0		4	X-HEAVY	160 lb	1	5
1d-1 BASIC SWING		[0]	15	TOUCH	9-10	TORSO	+0	0		LIFTING & MOVING THINGS				
POINT POOLS		[0]	5.25	BASIC SPEED	11	GROIN	-3	0		16 lb BASIC LIFT				
[0]	10	OF 10	FP [RESTED]	[0]	5	BASIC MOVE	12	LEFT ARM	-2	0	32 lb ONE-HANDED LIFT			
[0]	9	OF 9	HP [HEALTHY]				13-14	LEFT LEG	-2	0	128 lb TWO-HANDED LIFT			
							15	HAND	-4	0	192 lb SHOVE & KNOCK OVER			
							16	FOOT	-4	0	384 lb RUNNING SHOVE & KNOCK OVER			
							17-18	NECK	-5	0	240 lb CARRY ON BACK			
								VITALS	-3	0	800 lb SHIFT SLIGHTLY			
REACTION					CONDITION									
±					±									
+2	from audiences and critics				+6	on all IQ rolls to wake up or to recover from surprise or mental stun								
+1	from others who can see you				+1	to initiative rolls for your side (+2 if you are the leader)								
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
Natural Attacks					Kick	9	No	No	1d-2 cr	C,1				
Natural Attacks					Punch	11	9	No	1d-3 cr	C				
TRAIT	PTS			SKILL / TECHNIQUE		SL	RSL	PTS						
Natural Attacks	0	<u>B271</u>	—	Public Speaking	16	IQ+1	1	<u>B216</u>						
☑ Race: Elf Ancestry	90	<u>FF58</u>	—	Singing	12	HT+2	1	<u>B220</u>						
Decreased Strength 1	-10	<u>B14</u>	—	Musical Instrument (Specialty)	15	IQ	1	<u>B211</u>						
Increased Dexterity 1	20	<u>B15</u>	—	Musical Influence	14	IQ-1	1	<u>B210</u>						
Increased Intelligence 1	20	<u>B15</u>	—											
Appearance (Attractive)	4	<u>B21</u>	—											
Combat Reflexes	15	<u>B43</u>	—											
Never freeze														
Magery 3	35	<u>B66</u>	—											
Talent (Musical Ability) 2	10	<u>B90+</u>	—											
Unaging	15	<u>B95+</u>	—											
Code of Honor (Live elegantly)	-10	<u>B127</u>	—											
Sense of Duty (Tribe)	-15	<u>B153</u>	—											
Skill bonus (Public Speaking) 2	4		—											
Skill bonus (Savoir-Faire) 1	2		—											
SPELL					SL	RSL	PTS							
Pathfinder					16	IQ+1	1	<u>M105</u>						
Ritual: speak a word or two OR make a small gesture; Cost: -1														
Class: Info; Cast: 4; Time: 10 sec; Duration: Instant; College: Knowledge														
Seek Gate					16	IQ+1	1	<u>M85</u>						
Ritual: speak a word or two OR make a small gesture; Cost: -1														
Class: Info; Cast: 3; Time: 10 sec; Duration: Instant; College: Gate														
Unsatisfied prerequisite(s)														

SPELL		SL	RSL	PTS		
Seek Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: 6; Time: 10 sec; Duration: Instant; College: Knowledge		16	IQ+1	1	<u>M102</u>	
Detect Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Time: 5 sec; Duration: Instant; College: Knowledge		16	IQ+1	1	<u>M101</u>	
NOTE						
🔍 Race: Elf					<u>FF58</u>	—