


Portrait	Identity	Player Information	300 Points
	Name: Alyssa Slenker	Player: Besitzer	Attributes: 159
	Title: _____	Campaign: _____	Advantages: 71
	Religion: _____	Created On: 18.04.2009	Disadvantages: -34
Description			
Race: Human	Height: 6'	Hair: Blond, Curly, Long	Quirks: -3
Gender: Female	Weight: 161 lb	Eyes: Green	Skills: 41
Age: 19	Size: +0	Skin: Light Brown	Spells: 66
Birthday: März 28	TL: 3	Hand: Right	Race: 0
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 10	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 12	• None (0) 20 lb 6 9	- Eye -9 0	Basic FP: 14
Intelligence (IQ): 15	Light (1) 40 lb 4 8	3-4 Skull -7 2	Tired: 4
Health (HT): 11	Medium (2) 60 lb 3 7	5 Face -5 0	Collapse: 0
Will: 17	Heavy (3) 120 lb 2 6	6-7 R. Leg -2 0	Unconscious: -14
Fright Check: 17	X-Heavy (4) 200 lb 1 5	8 R. Arm -2 0	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 0	Basic HP: 10
Basic Move: 6	Basic Lift: 20 lb	11 Groin -3 0	Reeling: 3
Perception: 12	One-Handed Lift: 40 lb	12 L. Arm -2 0	Collapse: 0
Vision: 12	Two-Handed Lift: 160 lb	13-14 L. Leg -2 0	Check #1: -10
Hearing: 12	Shove & Knock Over: 240 lb	15 Hand -4 0	Check #2: -20
Taste & Smell: 12	Running Shove & Knock Over: 480 lb	16 Foot -4 0	Check #3: -30
Touch: 12	Carry On Back: 300 lb	17-18 Neck -5 0	Check #4: -40
thr: 1d-2 sw: 1d	Shift Slightly: 1.000 lb	- Vitals -3 0	Dead: -50

Advantages & Disadvantages	Pts	Ref
Advantages		
Appearance Very Beautiful, +16.	16	B21
Magery 4	45	B66
Spirit Empathy	10	B88
Disadvantages		
Bad Temper CR: 15 (Almost All The Time).	-5	B124
Curious CR: 12 (Quite Often).	-5	B129
Delusions Is the most beautiful woman on earth	-1	B164
Chauvinistic Men can't use magic properly	-1	B163
Lecherousness CR: 15 (Almost All The Time).	-7	B142
Overconfidence CR: 15 (Almost All The Time).	-2	B148
Proud	-1	B164
Sense of Duty Friends & Companions	-5	B153
Social Stigma (Excommunicated) -3 Reaction; Bad aura	-10	B155
Languages		
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24

Skills	SL	RSL	Pts	Ref
Occultism	15	IQ+0	2	B212
Hidden Lore (Spirit Lore)	15	IQ+0	2	B199
Alchemy/TL3	16	IQ+1	12	B174
Thaumatology	16	IQ-3	1	B225
Hazardous Materials/TL3 (Magical)	14	IQ-1	1	B199
Research/TL3 When below TL8	14	IQ-1	1	B217
Speed-Reading	14	IQ-1	1	B222
Teaching	14	IQ-1	1	B224
Writing	14	IQ-1	1	B228
Meditation	16	Will-1	2	B207
Staff	14	DX+2	8	B208
Thrown Weapon (Dart)	14	DX+2	4	B226
Stealth	11	DX-1	1	B222
Diplomacy	13	IQ-2	1	B187
Scrounging	12	Per+0	1	B218
Sex Appeal	17	HT+0	2	B219

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Agonize	Regular Body Control	8 6	1 sec 1 min	17	IQ-2	1	M40
Alter Body	Regular Body Control	8 6	2 min 1 hr	17	IQ-2	1	M41
Alter Visage	Regular Body Control	4 3	1 min 1 hr	17	IQ-2	1	M41
Alter Voice	Regular Body Control/Sound	2 2	1 min 1 hr	17	IQ-2	1	M41
Blackout	Area Light	2 Half	1 sec 1 min	17	IQ-2	1	M112

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Choke	Regular Body Control	4 -	1 sec 30 sec	17	IQ-2	1	M40
Clumsiness	Regular Body Control	1-5 Half	1 sec 1 min	17	IQ-2	1	M36
Continual Light	Regular Light	2 moon, 4 torch, 6 day -	1 sec 2d days	17	IQ-2	1	M110
Counterspell	Regular Meta	Half countered spell	5 sec Instant	17	IQ-2	1	M121
Curse	Regular Meta	3/10/20 -	2/4/6 sec Varies	17	IQ-2	1	M129
Darkness	Area Light	2 1	1 sec 1 min	17	IQ-2	1	M111
Debility	Regular Body Control	1/-ST Half	1 sec 1 min	17	IQ-2	1	M36
Decapitation	Regular Body Control	4 -	2 sec Semi-permanent	17	IQ-2	1	M42
Decay	Regular Food	1/meal -	1 sec Permanent	17	IQ-2	1	M77
Dispel Magic	Area Meta	3 -	sec=cost Permanent	17	IQ-2	1	M126
Divination: Physiognomy	Info Knowledge	10 -	1 hr Instant	17	IQ-2	1	M109
Frailty	Regular Body Control	2/-HT Same	1 sec 1 min	17	IQ-2	1	M37
Fumble	Blocking Body Control	3 -	1 sec Instant	17	IQ-2	1	M38
Hinder	Regular Body Control	1-4 Same	1 sec 1 min	17	IQ-2	1	M36
Itch	Regular Body Control	2 -	1 sec Until scratched	17	IQ-2	1	M35
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	17	IQ-2	1	M89
Lend Vitality	Regular Healing	1/pt -	1 sec 1 hour	17	IQ-2	1	M89
Light	Regular Light	1 1	1 sec 1 min	17	IQ-2	1	M110
Minor Healing	Regular Healing	1-3 -	1 sec Permanent	17	IQ-2	1	M91
Nauseate	Regular Body Control	2 2	1 sec 10 sec	17	IQ-2	1	M38
No-Smell	Regular Air	2 2	1 sec 1 hr	17	IQ-2	1	M24
Odor	Area Air	1 -	1 sec 1 hr	17	IQ-2	1	M24
Pain	Regular Body Control	2 -	2 sec 1 sec	17	IQ-2	1	M36
Paralyze Limb	Melee Body Control	3 -	1 sec 1 min	17	IQ-2	1	M40
Perfume	Regular Body Control	2 1	1 sec 10 min	17	IQ-2	1	M35
Pestilence	Regular Necromancy	6 -	30 sec Permanent	17	IQ-2	1	M154
Poison Food	Regular Food	3 -	1 sec Permanent	17	IQ-2	1	M78
Purify Air	Area Air	1 -	1 sec Instant	17	IQ-2	1	M23
Purify Food	Regular Food	1/lb -	1 sec Permanent	17	IQ-2	1	M78
Recover Energy	Special Healing	0 0	1 sec Special	17	IQ-2	1	M89
Retch	Regular Body Control	3 -	4 sec Instant	17	IQ-2	1	M38
Rooted Feed	Regular Body Control	3 -	1 sec 1 min or until free	17	IQ-2	1	M36

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Rotting Death	Melee Necromancy	3 2	1 sec 1 sec	16	IQ-3	1	M154
Sensitize	Regular Body Control	3 2	1 sec 1 min	17	IQ-2	1	M39
Shapeshift Others	Special Animal	Varies Varies	30 sec 1 hr	16	IQ-3	1	M33
Shapeshifting (Frog)	Special Animal	Varies Varies	3 sec 1 hr	16	IQ-3	1	M32
Shapeshifting (Raven)	Special Animal	Varies Varies	3 sec 1 hr	16	IQ-3	1	M32
Shrink	Regular Body Control	2 per -1 SM Same	5 sec 1 hr	16	IQ-3	1	M42
Shrink Other	Regular Body Control	2 per -1 SM Same	10 sec 1 hr	16	IQ-3	1	M42
Sickness	Regular Body Control/Mind Control	3 3	4 sec 1 min	17	IQ-2	1	M138
Silence	Area Sound	2 Half	1 sec 1 min	17	IQ-2	1	M171
Sound	Regular Sound	Varies 1/ min	1 sec Varies	17	IQ-2	1	M171
Spasm	Regular Body Control	2 -	1 sec Instant	17	IQ-2	1	M35
Steal Beauty	Regular Necromancy	Varies -	30 sec 24 hrs	16	IQ-3	1	M159
Steal Dexterity	Regular Necromancy	Varies -	1 min 1 day	16	IQ-3	1	M158
Steal Energy	Regular Necromancy	0 -	1 min per 3 FP drained Permanent	17	IQ-2	1	M150
Steal Might	Regular Necromancy	Varies -	1 min 1 day	16	IQ-3	1	M158
Steal Vigor	Regular Necromancy	Varies -	1 min 1 day	16	IQ-3	1	M158
Steal Vitality	Regular Necromancy	0 -	1 min per 3 HP drained Permanent	17	IQ-2	1	M150
Strike Barren	Regular Body Control/Necromancy	5 -	30 sec Permanent	17	IQ-2	1	M41
Strike Blind	Regular Body Control	4 2	1 sec 10 sec	17	IQ-2	1	M38
Strike Deaf	Regular Body Control	3 1	1 sec 10 sec	17	IQ-2	1	M38
Stun	Regular Body Control	2 -	1 sec Instant	17	IQ-2	1	M37
Summon Demon	Special Necromancy	1 per 10 CP -	5 min 1 hr	17	IQ-2	1	M155
Tanglefoot	Regular Body Control	2 -	1 sec Instant	17	IQ-2	1	M36
Test Food	Info Food	1 or 3 -	1 sec Instant	17	IQ-2	1	M77
Thunderclap	Regular Sound	2 -	1 sec Instant	17	IQ-2	1	M171
Total Paralysis	Melee Body Control	5 -	1 sec 1 min	17	IQ-2	1	M40
Voices	Regular Sound	3 2	1 sec 1 min	17	IQ-2	1	M172
Weaken Blood	Regular Body Control/Necromancy	9 5	1 sec 1 day	17	IQ-2	1	M40
Wither Limb	Melee Body Control	5 -	1 sec Permanent	17	IQ-2	1	M40

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Kick	10	No		1d-2 cr	C,1	
Natural	Kick w/Boots	10	No		1d-1 cr	C,1	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural	Punch	12	9		1d-3 cr	C	
Rotting Death	Punch	12	9		1d-3 cr +1d-1 tox/second	C	
Total Paralysis	Punch	12	9		1d-3 cr + Paralysis	C	
Wither Limb	Punch	12	9		1d-3 cr +1d	C	
Wizard's Staff (Staff)	Swung	14	12	No	1d+2 cr	1,2	7†
Wizard's Staff (Staff)	Thrust	14	12	No	1d cr	1,2	7†

Equipment (7,36 lb; \$1.000)								?	#	\$	Lb	\$	Lb	Ref
Golden Amulet Power Item: 6 FP								E	1	500	0,5	500	0,5	
Pouch 3 lb small items								E	1	10	0,2	460	2,86	DF1:23
Paut Potion. 4 FP (Magic).								E	2	135	0,5	270	1	DF1:29
Minor Healing Potion Potion. 1d HP.								E	1	120	0,5	120	0,5	DF1:29
Copper Farthing								E	15	1	0,008	15	0,12	B264
Silver Coin								E	10	4	0,004	40	0,04	B264
Personal Basics Basic EQ for individual Survival								E	1	5	1	5	1	DF1:23
Wizard's Staff (Staff)								E	1	40	4	40	4	B273

Notes