

Portrait	Identity	Player Information	300 Points
	Name: Graham May	Player: Besitzer	Attributes: 155
	Title: _____	Campaign: _____	Advantages: 117
	Religion: _____	Created On: 26.03.2009	Disadvantages: -45
Description			
Race: Human	Height: 6' 1"	Hair: Brown, Straight, Short	Quirks: -3
Gender: Male	Weight: 145 lb	Eyes: Blue	Skills: 47
Age: 26	Size: +0	Skin: Light Brown	Spells: 29
Birthday: Mai 2	TL: 3	Hand: Right	Race: 0
			Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 11	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 12	None (0) 24 lb 6 9	- Eye -9 0	Basic FP: 13
Intelligence (IQ): 14	• Light (1) 48 lb 4 8	3-4 Skull -7 2	Tired: 4
Health (HT): 13	Medium (2) 72 lb 3 7	5 Face -5 0	Collapse: 0
Will: 14	Heavy (3) 144 lb 2 6	6-7 R. Leg -2 2	Unconscious: -13
Fright Check: 14	X-Heavy (4) 240 lb 1 5	8 R. Arm -2 1	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: 11
Basic Move: 6	Basic Lift: 24 lb	11 Groin -3 1	Reeling: 3
Perception: 14	One-Handed Lift: 48 lb	12 L. Arm -2 1	Collapse: 0
Vision: 14	Two-Handed Lift: 192 lb	13-14 L. Leg -2 2	Check #1: -11
Hearing: 14	Shove & Knock Over: 288 lb	15 Hand -4 2	Check #2: -22
Taste & Smell: 14	Running Shove & Knock Over: 576 lb	16 Foot -4 2	Check #3: -33
Touch: 14	Carry On Back: 360 lb	17-18 Neck -5 0	Check #4: -44
thr: 1d-1 sw: 1d+1	Shift Slightly: 1.200 lb	- Vitals -3 1	Dead: -55

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▽ Advantages			Animal Handling (Wolves)	16	IQ-1	1	B175
▽ Druidic Arts		DF1:22	Camouflage	16	IQ+0	1	B183
Power Modifier (Druidic), -10%.			Climbing	11	DX+0	2	B183
Animal Empathy	5	B40	Diagnosis/TL3	14	IQ-2	1	B187
Damage Resistance 2	7	B47	Disguise/TL3 (Animals)	13	IQ-1	1	B187
Limited (Elemental), -20%.			Esoteric Medicine (Druidic)	16	Per+0	4	B192
Power Investiture (Druid) 4	40	DF1:22	First Aid/TL3	17	IQ+1	1	B195
Talent (Animal Friend) 3	15	B90	Herb Lore/TL3	15	IQ-1	4	B199
Talent (Green Thumb) 2	10	B90	Hidden Lore (Nature Spirits)	13	IQ-1	1	B199
Talent (Healer) 2	20	B90	Hiking	12	HT-1	1	B200
Talent (Outdoorsman) 2	20	B91	Innate Attack (Projectile)	12	DX+0	1	B201
▽ Disadvantages			Knife	12	DX+0	1	B208
Broad-Minded	-1	B163	Mimicry (Animal Sounds)	14	IQ-2	1	B210
Disciplines of Faith (Ritualism)	-5	B132	Naturalist/TL3 (Earthlike)	17	IQ-1	2	B211
Dislikes Mages	-1	B164	Pharmacy/TL3 (Herbal)	14	IQ-2	1	B213
No Sense of Humor	-10	B146	Poisons/TL3	12	IQ-2	1	B214
-2 Reaction			Religious Ritual (Druidic)	12	IQ-2	1	B217
Sense of Duty	-15	B153	Sling	12	DX+0	4	B221
Wild nature			Spear	15	DX+3	12	B208
Stubbornness	-5	B157	Stealth	11	DX+0	2	B222
Vow	-1	B165	Survival (Woodlands)	15	Per-1	1	B223
Only speak when necessary			Theology (Druidic)	12	IQ-2	1	B226
Wealth (Struggling)	-10	B25	Veterinary/TL3	17	IQ-2	1	B228
▽ Languages			Weather Sense/TL3	13	IQ-1	1	B209
Language: Common	0	B24					
Native, -6; Spoken (Native), +3; Written (Native), +3.							

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Body of Water	Regular	5	5 sec	13	IQ-2	1	M185
	Water	2	1 min				
Body of Wind	Regular/R-HT	8	2 sec	13	IQ-2	1	M27
	Air	4	1 min				
Clouds	Area	1/20	10 sec	13	IQ-2	1	M194
	Air/Weather	Same	10 min				
Control Air Elemental	Regular/R-ST or IQ	Special	2 sec	13	IQ-2	1	M28
	Air	Special	1 min				
Control Earth Elemental	Special	Special	2 sec	13	IQ-2	1	M28
	Earth	-	1 min				

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Control Fire Elemental	Special Fire	Special -	2 sec 1 min	13	IQ-2	1	M28
Control Water Elemental	Special Water	Special -	2 sec 1 min	13	IQ-2	1	M28
Fog	Area Water/Weather	2 Half	1 sec 1 min	13	IQ-2	1	M193
Freeze	Regular Water	Varies -	10 sec Permanent	13	IQ-2	1	M185
Frost	Area Water/Weather	1 -	1 sec Indef	13	IQ-2	1	M193
Mystic Mist	Area Protection	1 Same	5 min 10 hrs	13	IQ-2	1	M168
Rain	Area Air/Water/Weather	1 / 10 # Same	1 min 1 hr	13	IQ-2	1	M195
Recover Energy	Special Healing	0 0	1 sec Special	13	IQ-2	1	M89
Sandstorm	Area Air/Earth	3 Half	Instant# 1 min#	13	IQ-2	1	M27
Shape Air	Regular Air	1-10 -	1 sec 1 min	13	IQ-2	1	M24
Lightning	Missile Air/Weather	1-Magery -	1-3 sec Instant	13	IQ-2	1	M196
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	13	IQ-2	1	M50
Shape Water	Regular Water	1 # 1	2 sec 1 min	13	IQ-2	1	M185
Snow	Area Air/Water/Weather	1 / 15 # Same	1 sec 1 hr	13	IQ-2	1	M195
Storm	Area Air/Water/Weather	1/50 Same	1 min 1 hr	13	IQ-2	1	M195
Summon Air Elemental	Special Air	Special -	30 sec 1 hr	13	IQ-2	1	M27
Summon Earth Elemental	Special Earth	4 # -	30 sec 1 hr	13	IQ-2	1	M27
Summon Fire Elemental	Special Fire	4 # -	30 sec 1 hr	13	IQ-2	1	M27
Summon Water Elemental	Special Water	4 # -	30 sec 1 hr	13	IQ-2	1	M27
Wall of Wind	Area Air	2 Half	Instant 1 min	13	IQ-2	1	M25
Waves	Special/Area Water/Weather	1/60 Same	1 min 1 hr	13	IQ-2	1	M194
Whirlpool	Area Water	2 Half	Varies 1 min#	13	IQ-2	1	M187
Wind	Special/Area Air/Weather	1/50 Same	1 min 1 hr	13	IQ-2	1	M195
Windstorm	Area Air	2 Half	Instant 1 min	13	IQ-2	1	M25

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Hatchet		Swung	7	6	No	1d+1 cut	1	8
Natural		Kick	10	No		1d-1 cr	C,1	
Natural		Kick w/Boots	10	No		1d cr	C,1	
Natural		Punch	12	9		1d-2 cr	C	
Spear		Thrust	15	10	No	1d+1 imp	1 *	9
Spear		Thrust	15	10	No	1d+2 imp	1,2 *	9†

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
Hatchet		Thrown	8	1	1d+1 cut	16/27	1	T(1)	-2		8
Lightning			12	3	1d-1 burn/point	50/100					
Sling			12	0	1d+1 pi	66/110	1	1(2)	-4		6
Spear		Thrown	8	+ 2	1d+2 imp	11/16	1	T(1)	-6		9

Equipment (45,99 lb; \$500)		?	#	\$	Lb	\$	Lb	Ref
Backpack, Small 40 lb		E	1	60	3	200	24,25	B288
Blanket		E	1	20	4	20	4	B288

Equipment (45,99 lb; \$500)		?	#	\$	Lb	\$	Lb	Ref
First Aid Kit +1 to First Aid	E	1	50	2	50	2	DF1:24	
Hatchet	E	1	40	2	40	2	B271	
Traveler's Rations One meal	E	10	2	0,5	20	5	B288	
▼ Wineskin 1 gal liquid	E	1	10	0,25	10	8,25	B288	
Water, 1 pint	E	4	0	2	0	8		
Boots	E	1	80	3	80	3	B284	
Cloth Armor	E	1	30	6	30	6	B283	
Cloth Sleeves	E	1	20	2	20	2	B283	
Heavy Leather Leggings	E	1	60	4	60	4	B283	
Leather Gloves	E	1	30	0	30	0	B284	
▼ Pouch 3 lb small items	E	1	10	0,2	20	2,24	DF1:23	
Copper Farthing	E	5	1	0,008	5	0,04	B264	
Personal Basics Basic EQ for individual Survival	E	1	5	1	5	1	DF1:23	
Sling Stone	E	20	0	0,05	0	1	B276	
Sling	E	1	20	0,5	20	0,5	B276	
Spear	E	1	40	4	40	4	B273	

Notes