


Portrait	Identity	Player Information	300 Points
	Name: <b>Octavio Gragg</b> Title: _____ Religion: _____	Player: <b>Besitzer</b> Campaign: _____ Created On: <b>15.03.2009</b>	Attributes: <b>149</b> Advantages: <b>100</b> Disadvantages: <b>-35</b> Quirks: <b>-3</b> Skills: <b>59</b> Spells: <b>30</b> Race: <b>0</b> Earned: <b>0</b>
Description			
Race: <b>Human</b>	Height: <b>5' 4"</b>	Hair: <b>Black, Straight, Short</b>	
Gender: <b>Male</b>	Weight: <b>143 lb</b>	Eyes: <b>Blue</b>	
Age: <b>19</b>	Size: <b>+ 0</b>	Skin: <b>Pale</b>	
Birthday: <b>Januar 14</b>	TL: <b>3</b>	Hand: <b>Right</b>	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																
Strength (ST): <b>10</b> Dexterity (DX): <b>12</b> Intelligence (IQ): <b>15</b> Health (HT): <b>11</b> Will: <b>15</b> Fright Check: <b>15</b> Basic Speed: <b>6</b> Basic Move: <b>6</b> Perception: <b>12</b> Vision: <b>12</b> Hearing: <b>12</b> Taste & Smell: <b>12</b> Touch: <b>12</b> thr: <b>1d-2</b> sw: <b>1d</b>	<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><b>20 lb</b></td> <td><b>6</b></td> <td><b>9</b></td> </tr> <tr> <td>Light (1)</td> <td><b>40 lb</b></td> <td><b>4</b></td> <td><b>8</b></td> </tr> <tr> <td>Medium (2)</td> <td><b>60 lb</b></td> <td><b>3</b></td> <td><b>7</b></td> </tr> <tr> <td>Heavy (3)</td> <td><b>120 lb</b></td> <td><b>2</b></td> <td><b>6</b></td> </tr> <tr> <td>X-Heavy (4)</td> <td><b>200 lb</b></td> <td><b>1</b></td> <td><b>5</b></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td><b>20 lb</b></td> </tr> <tr> <td>One-Handed Lift:</td> <td><b>40 lb</b></td> </tr> <tr> <td>Two-Handed Lift:</td> <td><b>160 lb</b></td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td><b>240 lb</b></td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td><b>480 lb</b></td> </tr> <tr> <td>Carry On Back:</td> <td><b>300 lb</b></td> </tr> <tr> <td>Shift Slightly:</td> <td><b>1.000 lb</b></td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	<b>20 lb</b>	<b>6</b>	<b>9</b>	Light (1)	<b>40 lb</b>	<b>4</b>	<b>8</b>	Medium (2)	<b>60 lb</b>	<b>3</b>	<b>7</b>	Heavy (3)	<b>120 lb</b>	<b>2</b>	<b>6</b>	X-Heavy (4)	<b>200 lb</b>	<b>1</b>	<b>5</b>	Lifting & Moving Things		Basic Lift:	<b>20 lb</b>	One-Handed Lift:	<b>40 lb</b>	Two-Handed Lift:	<b>160 lb</b>	Shove & Knock Over:	<b>240 lb</b>	Running Shove & Knock Over:	<b>480 lb</b>	Carry On Back:	<b>300 lb</b>	Shift Slightly:	<b>1.000 lb</b>	<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	Current FP: _____ Basic FP: <b>14</b> Tired: <b>4</b> Collapse: <b>0</b> Unconscious: <b>-14</b> Current HP: _____ Basic HP: <b>10</b> Reeling: <b>3</b> Collapse: <b>0</b> Check #1: <b>-10</b> Check #2: <b>-20</b> Check #3: <b>-30</b> Check #4: <b>-40</b> Dead: <b>-50</b>
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b>			<b>Alchemy/TL3</b>	<b>15</b>	<b>IQ+0</b>	<b>8</b>	<b>B174</b>
<b>Grip Mastery (Staff)</b> Let you change grip as a free action	<b>1</b>	<b>MA50</b>	<b>Climbing</b>	<b>11</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Magery 6</b>	<b>65</b>	<b>B66</b>	<b>Fast-Draw (Potion)</b>	<b>12</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>Style Familiarity (Quarterstaff)</b>	<b>1</b>	<b>MA49</b>	<b>First Aid/TL3</b>	<b>15</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
<b>Energy Reserve (Magic) 11</b>	<b>33</b>	<b>P119</b>	<b>Hazardous Materials/TL3 (Magical)</b>	<b>14</b>	<b>IQ-1</b>	<b>1</b>	<b>B199</b>
<b>Disadvantages</b>			<b>Hidden Lore (Demon Lore)</b>	<b>15</b>	<b>IQ+0</b>	<b>2</b>	<b>B199</b>
<b>Broad-Minded</b>	<b>-1</b>	<b>B163</b>	<b>Innate Attack (Breath)</b>	<b>13</b>	<b>DX+1</b>	<b>1</b>	<b>B201</b>
<b>Curious</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B129</b>	<b>Innate Attack (Projectile)</b>	<b>15</b>	<b>DX+3</b>	<b>8</b>	<b>B201</b>
<b>Dreamer</b>	<b>-1</b>	<b>B164</b>	<b>Meditation</b>	<b>14</b>	<b>Will-1</b>	<b>2</b>	<b>B207</b>
<b>Habit</b> Summons constantly missile spells	<b>-1</b>	<b>B164</b>	<b>Occultism</b>	<b>15</b>	<b>IQ+0</b>	<b>2</b>	<b>B212</b>
<b>Oblivious</b>	<b>-5</b>	<b>B146</b>	<b>Research/TL3</b> When below TL8	<b>14</b>	<b>IQ-1</b>	<b>1</b>	<b>B217</b>
<b>Obsession</b> Master all Elements	<b>-10</b>	<b>B146</b>	<b>Speed-Reading</b>	<b>14</b>	<b>IQ-1</b>	<b>1</b>	<b>B222</b>
<b>Overconfidence</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B148</b>	<b>Staff</b>	<b>14</b>	<b>DX+2</b>	<b>8</b>	<b>B208</b>
<b>Pyromania</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B150</b>	<b>Stealth</b>	<b>11</b>	<b>DX-1</b>	<b>1</b>	<b>B222</b>
<b>Sense of Duty</b> Friends & Companions	<b>-5</b>	<b>B153</b>	<b>Teaching</b>	<b>14</b>	<b>IQ-1</b>	<b>1</b>	<b>B224</b>
<b>Languages</b>			<b>Techniques</b>				
<b>Language: Common</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	<b>0</b>	<b>B24</b>	<b>Arm Lock (Staff)</b>	<b>15</b>	<b>+1</b>	<b>1</b>	<b>MA65</b>
			<b>Armed Grapple (Staff)</b>	<b>14</b>	<b>+0</b>	<b>3</b>	<b>MA67</b>
			<b>Disarming (Staff)</b>	<b>19</b>	<b>+5</b>	<b>6</b>	<b>B230, MA70</b>
			<b>Feint (Staff)</b>	<b>17</b>	<b>+3</b>	<b>4</b>	<b>B231, MA73</b>
			<b>Sweep (Staff)</b>	<b>14</b>	<b>+0</b>	<b>4</b>	<b>B232, MA81</b>
			<b>Thaumatology</b>	<b>18</b>	<b>IQ-3</b>	<b>1</b>	<b>B225</b>
			<b>Writing</b>	<b>14</b>	<b>IQ-1</b>	<b>1</b>	<b>B228</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Breathe Fire</b>	<b>Regular Fire</b>	<b>1-4</b> -	<b>2 sec</b> 1 sec	<b>18</b>	<b>IQ-3</b>	<b>1</b>	<b>M76</b>
<b>Burning Touch</b>	<b>Melee Fire</b>	<b>1-3</b> -	<b>1 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M79</b>
<b>Concussion</b>	<b>Missile Air/Sound</b>	<b>2-2xMagery</b> -	<b>1-3 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M26</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Create Air</b>	<b>Area</b> Air	<b>1</b> -	<b>1 sec</b> 5 sec	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M23</b>
<b>Create Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M72</b>
<b>Deflect Energy</b>	<b>Blocking</b> Fire	<b>1</b> -	<b>1 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M73</b>
<b>Explosive Fireball</b>	<b>Missile</b> Fire	<b>2-2xMagery#</b> -	<b>1-3 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M75</b>
<b>Extinguish Fire</b>	<b>Regular</b> Fire	<b>3</b> -	<b>1 sec</b> Permanent	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M72</b>
<b>Fire Cloud</b>	<b>Area</b> Fire	<b>1-5</b> Same	<b>1-5 sec</b> 10 sec	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M75</b>
<b>Fireball</b>	<b>Missile</b> Fire	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M74</b>
<b>Fireproof</b>	<b>Area</b> Fire	<b>3 #</b> Same	<b>5 min</b> 1 day	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M73</b>
<b>Flame Jet</b>	<b>Regular</b> Fire	<b>1-3</b> Same	<b>1 sec</b> 1 sec	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M73</b>
<b>Flaming Armor</b> +1 point burn damage to all melee attacks	<b>Regular</b> Fire	<b>6</b> Half	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M75</b>
<b>Flaming Missiles</b> +2 points burn damage with missiles fired from weapon	<b>Regular</b> Fire	<b>4 #</b> Half	<b>3 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M75</b>
<b>Flaming Weapon</b> +2 points burn damage from attacks with melee weapon	<b>Regular</b> Fire	<b>4</b> 1	<b>2 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M75</b>
<b>Heat</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 min</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M74</b>
<b>Ignite Fire</b>	<b>Regular</b> Fire	<b>1-4</b> Same	<b>1 sec</b> 1 sec	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M72</b>
<b>Lightning</b>	<b>Missile</b> Air/Weather	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M196</b>
<b>Purify Air</b>	<b>Area</b> Air	<b>1</b> -	<b>1 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M23</b>
<b>Rain of Fire</b>	<b>Area</b> Fire	<b>1 #</b> Same	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M74</b>
<b>Resist Fire</b>	<b>Regular</b> Fire	<b>2 #</b> Half	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M74</b>
<b>Shape Air</b>	<b>Regular</b> Air	<b>1-10</b> -	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M24</b>
<b>Shape Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M72</b>
<b>Smoke</b>	<b>Area</b> Fire	<b>1</b> Half	<b>1 sec</b> 5 min #	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M73</b>
<b>Sound</b>	<b>Regular</b> Sound	<b>Varies</b> 1/ min	<b>1 sec</b> Varies	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M171</b>
<b>Spark Storm</b>	<b>Area</b> Air/Weather	<b>2/4/6</b> Half	<b>sec=radius in yards</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M197</b>
<b>Stench</b>	<b>Area</b> Air	<b>1</b> -	<b>1 sec</b> 5 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M24</b>
<b>Thunderclap</b>	<b>Regular</b> Sound	<b>2</b> -	<b>1 sec</b> Instant	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M171</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Wall of Lightning</b>	<b>Area</b> Air/Weather	<b>2-6</b> Same	<b>1 sec</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M197</b>
<b>Windstorm</b>	<b>Area</b> Air	<b>2</b> Half	<b>Instant</b> 1 min	<b>19</b>	<b>IQ-2</b>	<b>1</b>	<b>M25</b>

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Breathe Fire</b>	<b>Breath</b>	<b>13</b>	<b>No</b>		<b>1d+1 burn/point</b>	<b>1/point</b>	
<b>Burning Touch</b>	<b>Punch</b>	<b>12</b>	<b>9</b>		<b>1d-3 +1d burn/point</b>	<b>C</b>	
<b>Create Fire</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d-1 burn</b>	<b>Special</b>	
<b>Fire Cloud</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1 point burn/point</b>	<b>Special</b>	
<b>Flame Jet</b>	<b>Jet</b>	<b>8</b>	<b>No</b>		<b>1d burn/point</b>	<b>1/point</b>	
<b>Natural</b>	<b>Kick</b>	<b>10</b>	<b>No</b>		<b>1d-2 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Kick w/Boots</b>	<b>10</b>	<b>No</b>		<b>1d-1 cr</b>	<b>C,1</b>	
<b>Natural</b>	<b>Punch</b>	<b>12</b>	<b>9</b>		<b>1d-3 cr</b>	<b>C</b>	
<b>Rain of Fire</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d-1 burn</b>	<b>Special</b>	
<b>Smoke</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>Cough/Weep</b>	<b>Special</b>	
<b>Spark Storm</b>	<b>Area</b>	<b>0</b>	<b>No</b>		<b>1d-1 burn/2 points</b>	<b>Special</b>	
<b>Wizard's Staff</b> (Staff)	<b>Swung</b>	<b>14</b>	<b>12</b>	<b>No</b>	<b>1d+2 cr</b>	<b>1,2</b>	<b>7†</b>
<b>Wizard's Staff</b> (Staff)	<b>Thrust</b>	<b>14</b>	<b>12</b>	<b>No</b>	<b>1d cr</b>	<b>1,2</b>	<b>7†</b>

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Concussion</b>		<b>15</b>	<b>1</b>	<b>1d cr ex/2 points</b>	<b>20/40</b>					
<b>Explosive Fireball</b>		<b>15</b>	<b>1</b>	<b>1d burn ex/2 points</b>	<b>25/50</b>					
<b>Fireball</b>		<b>15</b>	<b>1</b>	<b>1d burn/point</b>	<b>25/50</b>					
<b>Lightning</b>		<b>15</b>	<b>3</b>	<b>1d-1 burn/point</b>	<b>50/100</b>					

Equipment (18,7 lb; \$1.000)		?	#	\$	Lb	\$	Lb	Ref
<b>Medallion</b> Power Item 4 FP		E	1	225	0,5	225	0,5	
<b>Potion Belt</b> 4 bottles/8 vials. Ready/Fast-Draw. +2 DR for contents.		E	1	60	1	600	3	DF1:25
<b>Paut</b> Potion. 4 FP (Magic).		E	4	135	0,5	540	2	DF1:29
<b>Pouch</b> 3 lb small items		E	1	10	0,2	15	1,2	DF1:23
<b>Personal Basics</b> Basic EQ for individual Survival		E	1	5	1	5	1	DF1:23
<b>Sack</b> 40 lb, DR 1, HP 5		E	1	30	3	120	10	DF1:24
<b>Blanket</b>		E	1	20	4	20	4	B288
<b>Paper, Heavy</b>		E	20	1	0,05	20	1	DF1:24
<b>Scribe's Kit</b>		E	1	50	2	50	2	DF1:24
<b>Wizard's Staff</b> (Staff)		E	1	40	4	40	4	B273

Notes