


Portrait	Identity	Player Information	300 Points
	Name: Victor Gulliksen	Player: Besitzer	Attributes: 159
	Title: _____	Campaign: _____	Advantages: 65
	Religion: _____	Created On: 19.04.2009	Disadvantages: -35
Description			
Race: Gnome	Height: 4' 1"	Hair: Black, Straight, Short	Quirks: 0
Gender: Male	Weight: 49 lb	Eyes: Brown	Skills: 53
Age: 20	Size: -1	Skin: Light Tan	Spells: 38
Birthday: April 24	TL: 3	Hand: Right	Race: 20
			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 5 9	- Eye -9 0	Basic FP: 17
Intelligence (IQ): 16	Light (1) 40 lb 4 8	3-4 Skull -7 2	Tired: 5
Health (HT): 11	Medium (2) 60 lb 3 7	5 Face -5 0	Collapse: 0
Will: 15	Heavy (3) 120 lb 2 6	6-7 R. Leg -2 1	Unconscious: -17
Fright Check: 15	X-Heavy (4) 200 lb 1 5	8 R. Arm -2 1	Current HP: _____
Basic Speed: 6	Lifting & Moving Things	9-10 Torso 0 1	Basic HP: 10
Basic Move: 5	Basic Lift: 20 lb	11 Groin -3 1	Reeling: 3
Perception: 12	One-Handed Lift: 40 lb	12 L. Arm -2 1	Collapse: 0
Vision: 12	Two-Handed Lift: 160 lb	13-14 L. Leg -2 1	Check #1: -10
Hearing: 12	Shove & Knock Over: 240 lb	15 Hand -4 1	Check #2: -20
Taste & Smell: 12	Running Shove & Knock Over: 480 lb	16 Foot -4 1	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 1	Dead: -50

Advantages & Disadvantages	Pts	Ref
Advantages		
Language Talent	10	B65
Magery 3	35	B66
Photographic Memory +10 to rolls to remember details	10	B51
Disadvantages		
Cowardice CR: 15 (Almost All The Time), -1 Fright Check Penalty.	-5	B129
Low Pain Threshold	-10	B142
Obsession Create a complete illusionary world	-10	B146
Sense of Duty Friends & Companions	-5	B153
Unfit	-5	B160
Gnome	20	DF3:10
Curious CR: 12 (Quite Often).	-5	B129
Decreased Basic Move 1	-5	B16
Extra Fatigue Points 3	9	B16
Honest Face	1	B101
Night Vision 5	5	B71
Reduced Size 1	0	
Resistant Poison, +15; +3 to all HT rolls to resist, x0.33.	5	B81
Talent (Widget-Worker) 2	10	DF3:10
Languages		
Language: Common Spoken (Native), +2; Written (Native), +2.	4	B24
Language: Elfish Spoken (Native), +2; Written (Accented), +1.	3	B24
Language: Gnomish Native, -4; Spoken (Native), +2; Written (Native), +2.	0	B24
Language: Orcish Spoken (Native), +2; Written (Accented), +1.	3	B24

Skills	SL	RSL	Pts	Ref
Alchemy/TL3	16	IQ+0	8	B174
Artist (Illusion)	17	IQ+1	8	B179
Diplomacy	14	IQ-2	1	B187
Fast-Draw (Potion)	12	DX+0	1	B194
Hazardous Materials/TL3 (Magical)	15	IQ-1	1	B199
Hidden Lore (Magic Items)	16	IQ+0	2	B199
Hidden Lore (Magical Writings)	16	IQ+0	2	B199
Meditation	14	Will-1	2	B207
Mimicry (Speech)	14	IQ-2	1	
Observation	11	Per-1	1	B211
Occultism	16	IQ+0	2	B212
Research/TL3 When below TL8	15	IQ-1	1	B217
Savoir-Faire (High Society)	16	IQ+0	1	B218
Scrounging	14	Per+0	1	B218
Speed-Reading	15	IQ-1	1	B222
Staff	14	DX+2	8	B208
Stealth	13	DX+1	4	B222
Teaching	15	IQ-1	1	B224
Thaumatology	16	IQ-3	1	B225
Throwing	13	DX+1	4	B226
Writing	15	IQ-1	1	B228
Traps/TL3	17	IQ-1	1	B226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Apportation	Regular Movement	Varies	1 sec 1 min	17	IQ-2	1	M142
Blackout	Area Light	2 Half	1 sec 1 min	17	IQ-2	1	M112
Blur	Regular Light	1-5 Same	2 sec 1 min	17	IQ-2	1	M113
Colors	Regular Light	2 1	1 sec 1 min	17	IQ-2	1	M110
Complex Illusion	Area Illusion & Creation	2 Half	1 sec 1 min	17	IQ-2	1	M96
Continual Light	Regular Light	2 moon, 4 torch, 6 day -	1 sec 2d days	17	IQ-2	1	M110
Control Illusion	Regular Illusion & Creation	1 -	2 sec Permanent	17	IQ-2	1	M97
Copy	Regular Making & Breaking	Varies -	5 sec Permanent	17	IQ-2	1	M116
Darkness	Area Light	2 1	1 sec 1 min	17	IQ-2	1	M111
Daze	Regular Mind Control	3 2	2 sec 1 min	17	IQ-2	1	M134
Deflect Missile	Blocking Movement/Protection	1 -	1 sec Instant	17	IQ-2	1	M143
Dispel Illusion	Regular Illusion & Creation	1 -	1 sec Instant	17	IQ-2	1	M97
Dye	Regular Making & Breaking	Varies -	3 sec 2d days	17	IQ-2	1	M116
Fascinate	Regular/Blocking Mind Control	4 -	1 sec Indefinite	17	IQ-2	1	M135
Flash HT roll to resist blinding	Regular Light	4 -	2 sec Instant	17	IQ-2	1	M112
Foolishness	Regular Mind Control	1-5 Half	1 sec 1 min	17	IQ-2	1	M134
Haste	Regular Movement	2/pt Half	2 sec 1 min	17	IQ-2	1	M142
Hide	Regular Light	1-5 Same	5 secs 1 hour	17	IQ-2	1	M113
Hinder	Regular Body Control	1-4 Same	1 sec 1 min	17	IQ-2	1	M36
Hush	Regular Sound	2 1	2 sec 10 sec#	17	IQ-2	1	M172
Illusion Disguise	Regular Illusion & Creation	3 -	1 sec Until illusion ends	17	IQ-2	1	M96
Illusion Shell	Regular Illusion & Creation	1 or 2 Half	1 sec 1 min	17	IQ-2	1	M96
Independence	Area Illusion & Creation	2 -	Varies Varies	17	IQ-2	1	M96
Inscribe	Area Illusion & Creation/Making & Breaking	1/min 2 Same	1 sec 1 min	17	IQ-2	1	M97
Invisibility	Regular Light	5 3	3 sec 1 min	17	IQ-2	1	M114
Levitation	Regular Movement	1 per 80 lbs Half	2 sec 1 min	17	IQ-2	1	M143
Light	Regular Light	1 1	1 sec 1 min	17	IQ-2	1	M110
Mage-Stealth	Regular Sound	3 2	3 sec 1 min	17	IQ-2	1	M172
Mass Daze	Area Mind Control	2 1	sec=cost 1 min	17	IQ-2	1	M137
Mirror	Regular Light	2 2	1 sec 1 min	17	IQ-2	1	M112
Perfect Illusion	Area Illusion & Creation	3 Half	1 sec 1 min	17	IQ-2	1	M96

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Phantom	Area Illusion & Creation	5 Half	1 sec 1 min	16	IQ-3	1	M97
Restore	Regular Making & Breaking	2 1	3 sec 10 min	17	IQ-2	1	M116
Silence	Area Sound	2 Half	1 sec 1 min	17	IQ-2	1	M171
Simple Illusion	Area Illusion & Creation	1 Half	1 sec 1 min	17	IQ-2	1	M95
Sound	Regular Sound	Varies 1/ min	1 sec Varies	17	IQ-2	1	M171
Voices	Regular Sound	3 2	1 sec 1 min	17	IQ-2	1	M172
Wall of Silence	Area Sound	2 Half	1 sec 1 min	17	IQ-2	1	M172

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Faerie Wizard's Staff (Staff) SM-1		Swung	14	12	No	1d+1 cr	C,1	4†
Faerie Wizard's Staff (Staff) SM-1		Thrust	14	12	No	1d-1 cr	C,1	4†
Flash HT roll to resist blinding		Area	0	No		Blinds	Special	
Natural		Kick	10	No		1d-2 cr	C,1	
Natural		Kick w/Boots	10	No		1d-1 cr	C,1	
Natural		Punch	12	9		1d-3 cr	C	

Equipment (19,86 lb; \$1.000)							
	?	#	\$	Lb	\$	Lb	Ref
Diamond Amulet Power Item: 6 FP	E	1	510	0,2	510	0,2	
Faerie Boots SM-1	E	1	80	1,5	80	1,5	B284
Faerie Heavy Leather Sleeves SM-1	E	1	50	1	50	1	B283
Faerie Leather Armor SM-1	E	1	100	5	100	5	B283
Faerie Leather Gloves SM-1	E	1	30	0	30	0	B284
Faerie Wizard's Staff (Staff) SM-1	E	1	40	2,66	40	2,66	B273
Faerie Heavy Leather Leggings SM-1	E	1	60	2	60	2	B283
Sack 40 lb, DR 1, HP 5	E	1	30	3	130	7,5	DF1:24
Paper, Heavy	E	50	1	0,05	50	2,5	DF1:24
Scribe's Kit	E	1	50	2	50	2	DF1:24

Notes

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