

Spell	#	Type	Cast Time	Cost/Maintain	Duration	Notes
Analyze Magic (Know)	16	Info	1 hr	8/No	Instant	Identify magical item
Blink (Gate, Move)	16	Block	Block	2/no	Instant	Blink 3 yards. Body control to act.
Complex Illusion (Illusion)	16	Area	1m	Area/half	1m	Movable, auditory illusion.
Counterspell (Meta)	16	Spell resists	5s	Half target spell/no	Instant	Eliminate active spell
Create Earth (Earth)	16	Regular	1s	2/1 per cub yd/no	Instant	Create(2) or solidify(1) earth
Daze (Mind)	16	HT Resists	2s	3/2	Permanent	Subject fails to notice
Detect Magic (Know)	16	Info	5s	2	Instant	Know whether an item is magical
Dispel Magic (Meta)	16	Area-Resist	Cost s	3xarea/no	Instant	Negates active spells in area.
Earth to Stone (Earth)	16	HT Resists	1s	3 per cub. yd/no	Instant	Solidifies loose earth to stone
Foolishness (Mind)	16	Will Resists	1s	1-5/half	1m	Target suffers -1 to -5 IQ rolls
Great Haste (VH) (Move)	15	Regular	3s	5/no	10s	Subject gains an extra maneuver
Haste (Move)	16	Regular	1s	2x/no	Instant	Subject -2 DX until scratch.
History (Know)	16	Info	(Cost) s	2d/4w /7m/9y	Instant	Reveals objects recent past
Identify Spell (Know)	16	Info	1s	2	Instant	Know what spells casts in last 5s
Recover Energy (Healing)	15	Special				Recover 1 FP/minute
Seek Earth (Earth)	16	Info	5s	3/no	Instant	Reveals nearest specified earth/metal
Seek Gate (Gate)	16	Info	10s	3/no	Instant	Learn distance + location to gate
Seek Magic (Know, Meta)	16	Info	10s	6	Instant	Direction+distance to nearest magic item
Seeker (Know)	16	Info	1s	3 (One try per week)	Instant	Gain vision of object or person,
Simple Illusion (Illusion)	16	Area	1s	Area/same	1m	Fills area with smokes
Sleep (Mind)	16	HT Resists	1s	4/no	Instant	Target falls into natural sleep
Sounds (Sound)	16	Regular	1s	1=5s, 2=1m	5m	Produce quiet, meaningless sound
Stone Missile(Earth)	16	Missile	1-3s	1-3	Missile	X cr damage
Trace (Know)	16	Info	1 m	3 (Once per day)	1 hr	Know where subject is

## WIZARD Uncle Seamus (Human male)

Size Humanoid (+0 mod)

Base Speed 6 Move 4 yards (6)

Strength(ST) 10 Dexterity(DX) 12

IQ 15 Health(HT) 11

Fatigue Points 11 Will 15

Perception 12 Observation 7 Search 7

Hit Points 10

Damage Reduction 2

Armor Cloth armor (w/Fortify)

Dodge 8

Encumbrance/Move Penalty 0

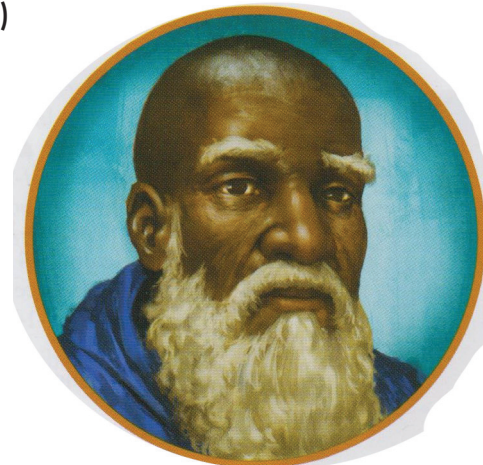
Block 16 (Blink spell)

Parry 12 (Quarterstaff),

Thrust / Swing 1d-2 / 1d

Reaction Mod +0

Language Common. Draconic (Written only)



**"Listen up, sonny."  
\*pokes with staff\***

Treasure  
14 cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	13	1d-3 cr	c				
Kick	11	1d-2 cr	c, 1				
Quarterstaff	14	1d+2 cr	1,2	+2	4	535	Fine. Bejeweled power item. 6 FP.

Ranged	#	Damage	Acc	WT	Properties	Shots
Stone Missile	14	Per spell	2		Half 40, Max 80	1

Strategy and flavor: Nobody's sure if Seamus is anyone's uncle, but he insists on that informality from anyone younger than him. The sorts of wizards who insist on more formal titles shun him because of a lifetime of thaumatological misfortunes has led to strange things (and often Things) seeking him out. So Seamus keeps on delving, using his arcane wisdom to help his allies solve mysteries (with Analyze Magic, History, Seek Gate, Seeker, etc.) and fights (with Great Haste or Mass Sleep, cast behind a door no less).

## Advantages

Magery - 3  
+3 to all spellcasting related skills.

Energy Reserve (Magical) - 3  
3 extra points to cast spells.

Luck  
One re-roll per hour of game time.

Intuition  
You may ask GM for hints on decisions.

## Personality Quirks

- Attributes his luck to skill
- Insists on being address as "uncle"
- Low-abiding, except for "unwise"
- Pretends to be hard of hearing to avoid conversing
- Pokes youngsters with staff while addressing them

## Disadvantages

Absentminded  
-5 to all rolls except the current task.

Sense of Duty (Adventuring Companions)  
You think of your adventuring party like a family and feel honor bound to protect and defend them.

Weirdness Magnet  
Strange things happen to you.

## Gear

Item	Location	WT	Cost
Personal basics/ clothing	Body	3	5
Chalk	Pouch	.25	1
2xPouch	Body	.4	20
Elven Rations (6 meals)		1	30
Scribe's Kit	Pouch	.2	50
Canteen (1 Qt.)	Body	8	10
First Aid Kit	Pouch	2	50
Garlic	Pouch	.25	5
Mapping Kit	Pouch	2	50
Paper (20 sheets)	Pouch	1	20
Scroll Case	Body	1	75
Wolfsbane	Pouch	.25	5

## Skills

Dex-Based Skills  
Body Sense-10  
Stealth-11  
Staff-14  
Innate Attack(Projectile)-14

IQ-Based Skills  
Alchemy-15 Brew/identify potions  
Cartography-14 Create/read maps  
HAZMAT-14 Handle explosives/  
poisons  
First Aid-16 (+1 from kit)  
Hidden Lore(Faeries)-14  
Hidden Lore(Magic Items)-15  
Occultism-15

## Research-14

Savoir Faire -15  
Speed Reading-14 Faster research.  
Teaching-14 Spell or skill.  
Thumatology-15. Arcane lore.

## Writing-14

Other Skills  
Hiking-10  
Meditation-14 Reflect on problem for GM hint.  
Scouring-12 Find useful items.

## Notes.

- Spells cast at an effective skill level of 15 after mods cost 1 less energy to cast and maintain.
- Only 1 block attempt per turn
- Penetrating cutting(cut) or large piercing(pit+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge piercing (pit+) deals x2 against most targets (minimum 1).
- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates

## Speed-Range-Size Modifier

- Area spell = radius in yards
- May retreat one step away from unconsciousness.
- the attack while attempting a dodge to receive +2.

Mod	Linear yards	Mod	Linear yards
		-8	50
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		