

Spell	#	Type	Cast Time	Cost/Maintain	Duration	Notes
Agonize (Body)	17	HT Resists	1s	8/6	1m	Incapacitate subject w/Pain
Clumsiness (Body)	17	HT Resists	1s	0-5/half	1m	Inflct -1 to 5 DX to subject
Create Fire (Fire)	17	Area	1s	2(Area)/half	1m	Fills area w/fire (E65)
Death Vision (Necro)	17	Regular	3s	2/no	1s	Stuns living subject w/death vision
Deathtouch (Body)	17	Melee	1s	0-4/No	Instant	Add 1-4 dice to attack damage
Earth to Stone (Earth)	17	Regular	1s	3 per cub. yd/no	Instant	Solidifies loose earth to stone
Entombment (Earth)	17	HT Resists	3s	10,6 to reverse	Permanent	Earth swallows target.
Extinguish Fire (Fire)	17	Area	1s	2(Area)/No	Instant	Extinguishes all fire in area
Flame Jet (Fire)	17	Jet	1s	1-4/same	1s	1-4 dice jet
Flesh to Stone (Earth)	17	HT Resists	2s	10/no	Permanent	Transforms subject and gear
Ignite Fire (Fire)	17	Regular	3s	1(Candle) 4(H. Wood)	1s	2s to ignite heavy wood
Itch (Body)	17	HT Resists	1s	2/no	Instant	Subject -2 DX until scratch.
Lend Energy (Meta/Healing)	17	Regular	1s	FP Restored/no	Instant	Donate FP. Skill doe snot reduce cost.
Recover Energy (Healing)	15	Special				Recover 1 FP/minute
Seek Earth (Earth)	17	Information	5s	3/no	Instant	Reveals nearest specified earth/metal
Sensitize (Body)	17	HT Resists	1s	3/1	1m	Subject suffers Low Pain Threshold
Shape Earth (Earth)	17	Regular	1s	1 per cubic yard/half	1m	Unstable structures collapse after spell ends
Shape Fire (Fire)	17	Area	1s	0 or 10	Instant	0 to bandage, 10 to stabilize
Seek Water (Water)	17	Info	1s	1/no	Instant	Know the closest water source
Smoke (Fire)	17	Area	1s	(Area)/half	1m	Fills area with smokes
Stench (Air)	17	Area	1s	Area/no	1m	All in area must hold breath (E21).
Summon Spirit (Necro)	17	Will Resists	5m	20/10	5m	Spirit of dead will answer 1 Q.
Walk Through Earth (Earth)	17	Regular	1s	2/2	10s	Pass through earth like air.
Wither Limb (Necro)	17	Melee< HT Resists	1s	5/no	Instant	Must strike target limb.

## WIZARD Zephyra (Half-Elf female)

Size Humanoid (+0 mod)

Base Speed 6 Move 6 yards (6)

Strength(ST) 10 Dexterity(DX) 13

IQ 15 Health(HT) 11

Fatigue Points 11 Will 15

Perception 12 Observation 11 Search 7

Hit Points 10

Damage Reduction 1

Armor Clothing (w/Fortify)

Dodge 9

Encumbrance/Move Penalty 0

Block 11 (Buckler)

Parry 11 (Sword w/Buckler),

Thrust / Swing 1d-2 / 1d

Reaction Mod +0

Language Common. Elvish (Written)



*"I use my magic to burn and bury."*

Treasure

1 sp, 7cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	13	1d-3 cr	c				
Kick	11	1d-2 cr	c, 1				
Shortstaff	14	1d cr	1	+0F	1	\$260	Fine. Bejeweled power item. 3 FP.
Flame Jet	13	1-3d burn	1-3				
Sm. Shield (Bash)	15	1d-2 cr	1	DB +1	8	40	Handheld buckler shield.

Ranged	#	Damage	Acc	WT	Properties	Shots

## Advantages

like a family and feel honor bound to protect and defend them.

Magery - 4

+4 to all spellcasting related skills.

Energy Reserve (Magical) - 5

5 extra points to cast spells.

## Personality Quirks

- Aloof during downtime!

- Detests comments about her appearance.

- Uses magic to express rage.

- Uses *flame jet* as a torch.

- Seeks magical treasure over mundane.

## Disadvantages

Skinny

-2 ST v knockback. -2 to shadowing

and disguise.

Social Stigma (Half-breed)

Both humans and elves distrust you:

-1 reaction and -2 skill rolls with either group.

Gullibility(9)

Must roll 9 or less to not believe whatever she is told.

Bad Temper (9)

Roll 9 or less to maintain self-control when provoked.

Sense of Duty (Adventuring Companions)

You think of your adventuring party

## Gear

Item	Location	WT	Cost
Personal basics/clothing	Body	3	5
Alchemical Matches	Pouch	.25	15
Pouch	Body	.2	10
Elven Rations (6 meals)		1	30
Scribe's Kit	Pouch	.2	50
Canteen (1 Qt.)	Body	8	10

## Skills

Dex-Based Skills

Stealth-12

Smallsword-14

Climbing-12

Shield(Buckler)-15

Innate Attack(Beam)-15

IQ-Based Skills

Alchemy-15 Brew/identify potions

Cartography-14 Create/read maps

HAZMAT-14 Handle explosives/

poisons

Hidden Lore(Elder Things)-14

Hidden Lore(Lost Civilizations)-15

Hidden Lore(Magical Writings)-14

Hidden Lore(Magic Items)-15

Hidden Lore(Undead)-14

Occultism-15

Research-14

Speed Reading-14 Faster research.

Teaching-14 Spell or skill.

Thumatology-16. Arcane lore.

Writing-14

Other Skills

Hiking-10

Meditation-14 Reflect on problem for GM hint.

## Notes.

- Spells cast at an effective skill level of 15 after mods cost 1 less energy

- 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.

Falling by -5 or greater indicates unconsciousness.

- May retreat one step away from the attack while attempting a dodge to receive +2.

- You can not attack as part of the casting of a Melee spell. Instead, attack using your next maneuver.

- Deathtouch affects undead.

## Speed-Range-Size Modifier

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