


Portrait	Identity	Player Information	305 Points
	Name: Magus Sophos	Player: Captain Joy	Race: 9
	Title: Wizard	Campaign: The Dire Labyrinth	Attributes: 159
	Religion: Scholar	Created On: Dec 7, 2017	Advantages: 99
Description			Disadvantages: -35
Race: Shadow Elf	Height: 5' 8"	Hair: Black	Quirks: -3
Gender: Male	Weight: 136 lb	Eyes: Grey	Skills: 46
Age: 21	Size: +0	Skin: Pale	Spells: 30
Birthday: May 26	TL: 3	Hand: Right	Earned: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): 9	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): 13	None (0) 16 lb 6 9	- Eye -9 0	Basic FP: 14
Intelligence (IQ): 15	Light (1) 32 lb 4 8	3-4 Skull -7 5	Tired: 4
Health (HT): 11	• Medium (2) 48 lb 3 7	5-5 Face -5 0	Collapse: 0
Will: 15	Heavy (3) 96 lb 2 6	6-7 Right Leg -2 2	Unconscious: -14
Fright Check: 15	X-Heavy (4) 160 lb 1 5	8-8 Right Arm -2 2	Current HP: _____
Basic Speed: 6.25	Lifting & Moving Things	9-10 Torso 0 2	Basic HP: 9
Basic Move: 6	Basic Lift: 16 lb	11-11 Groin -3 2	Reeling: 2
Perception: 12	One-Handed Lift: 32 lb	12-12 Left Arm -2 2	Collapse: 0
Vision: 12	Two-Handed Lift: 128 lb	13-14 Left Leg -2 2	Check #1: -9
Hearing: 12	Shove & Knock Over: 192 lb	15-15 Hand -4 0	Check #2: -18
Taste & Smell: 12	Running Shove & Knock Over: 384 lb	16-16 Foot -4 2	Check #3: -27
Touch: 12	Carry On Back: 240 lb	17-18 Neck -5 0	Check #4: -36
thr: 1d-2 sw: 1d-1	Shift Slightly: 800 lb	- Vitals -3 2	Dead: -45

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Shadow Elf	9	DF3:7	▼ Scholar			3	DF4:11
Cultural Familiarity (Elvin) Native, -1.	0	B23	Hidden Lore (Demons)	14	IQ-1	1	B199
Language: Elvin Native, -6; Spoken (Native), +3; Written (Native), +3.	0	B24	Hidden Lore (Lost Civilizations)	14	IQ-1	1	B199
Language: Common Spoken (Accented), +2; Written (Accented), +2.	4	B24	Hidden Lore (Undead)	14	IQ-1	1	B199
Silence 2 +2/lvl when motionless	10	B85	▼ Wizard			43	
Callous	-5	B125	▼ Primary Skills			15	
▼ Wizard	22		Alchemy/TL3	15	IQ+0	8	B174
Eidetic Memory Photographic, +5.	10	B51	Hidden Lore (Magical Writings)	16	IQ+1	4	DF2:14
Intuition	15	B63	Occultism	15	IQ+0	2	B212
Magery 3	35	B66	Thaumatology	15	IQ+0	1	B225
Absent-Mindedness	-15	B122	▼ Secondary Skills			18	
Curious CR: 12 (Resist Quite Often).	-5	B129	Hazardous Materials/TL3 (Magical)	14	IQ-1	1	B199
Obsession Find the Hoard of the Shadow-Mother	-10	B146	Innate Attack (Projectile)	15	DX+2	4	B201
Overconfidence CR: 12 (Resist Quite Often).	-5	B148	Meditation	13	Will-2	1	B207
Token (Smallsword)	-1	PU6:16	Research/TL3 Default: Writing - 3	14	IQ-1	1	B217
Twitchy	-1	PU6:25	Shield (Buckler)	15	DX+2	4	B220
Uncongenial	-1	PU6:20	Smallsword	14	DX+1	4	B208
▼ Scholar Lens	39	DF4:11	Speed-Reading	14	IQ-1	1	B222
Book-Learned Wisdom 1 2 Study 4h for 2cp. 2h if Speedread.	9	DF4:8	Teaching	11	IQ-4	1	B224
Wild Talent 1 No Advantage Requirements (ignore prerequisite advantages, e.g. Magery, Power Investiture, TbaM), +50%.	30	B99	Writing	14	IQ-1	1	B228
			▼ Background Skills			10	
			Cartography/TL3	15	IQ+0	2	B183
			Climbing	10	DX-1	1	B183
			Diplomacy	13	IQ-2	1	B187
			First Aid/TL3	15	IQ+0	1	B195
			Gesture	15	IQ+0	1	B198

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
			Hidden Lore (Dire Labyrinth)	14	IQ-1	1	B199
			Hiking	10	HT-1	1	B200
			Physiology/TL3 (Giant Spider)	13	IQ-2	1	B213
			Stealth	12	DX+1	1	B222

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ Detect Magic (Knowledge)						6	M100
Detect Magic	Regular Knowledge	2 -	5 sec Instant	16	IQ+1	1	M101
Identify Spell	Info Knowledge	2 -	1 sec Instant	16	IQ+1	1	M102
Mage Sight	Regular Knowledge	3 2	1 sec 1 min	16	IQ+1	1	M102
Mage Sense	Info Knowledge	3 2	1 sec 1 min	16	IQ+1	1	M102
Analyze Magic	Info Knowledge	8 -	1 hr Instant	16	IQ+1	1	M102
Seek Magic	Info Knowledge	6 -	10 sec Instant	16	IQ+1	1	M102
▼ See Secrets (Knowledge)						4	M100
Aura	Info Knowledge	3 -	1 sec Instant	16	IQ+1	1	M101
Seek Earth	Info Earth	3 -	10 sec Instant	16	IQ+1	1	M50
Seeker	Info Knowledge	3 -	1 sec Instant	16	IQ+1	1	M105
See Secrets	Regular Knowledge	5 2	5 sec 1 min	16	IQ+1	1	M107
▼ Projection (Knowledge)						3	M100
Sense Life	Info/Area Communication & Empathy	1/2 -	1 sec Instant	16	IQ+1	1	M45
Sense Spirit	Info/Area Necromancy	1/2 (min 1) -	1 sec Instant	16	IQ+1	1	M149
Projection	Regular Knowledge	4 2	3 sec 1 min	16	IQ+1	1	M105
▼ Wizard Eye (Knowledge)						3	M100
Apportation	Regular Movement	Varies	1 sec 1 min	16	IQ+1	1	M142
Keen Vision	Regular Mind Control	1/pt increase Half	1 sec 30 min	16	IQ+1	1	M133
Wizard Eye	Regular Knowledge	4 2	2 sec 1 min	16	IQ+1	1	M104
▼ Mind-Search (Communication and Empathy)						4	M44
Lend Language	Regular Communication & Empathy	3 1	3 sec 1 min	16	IQ+1	1	M46
Borrow Language	Regular Communication & Empathy	3 1	3 sec 1 min	16	IQ+1	1	M46
Mind-Reading	Regular Communication & Empathy	4 2	10 sec 1 min	16	IQ+1	1	M46
Mind-Search	Regular Communication & Empathy	6 3	1 min 1 min	15	IQ+0	1	M46
▼ Possession (Communication and Empathy)						3	M44
Soul Rider	Regular Communication & Empathy	5 2	3 sec 1 min	16	IQ+1	1	M49
Control Person	Regular Communication & Empathy	6 3	10 sec 1 min	16	IQ+1	1	M49
Possession	Regular Communication & Empathy	10 4	1 min 1 min	15	IQ+0	1	M49

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ Stone Missile (Earth)						4	M50
Shape Earth	Regular Earth	1/25 cu ft Half	1 sec 1 min	16	IQ+1	1	M50
Earth to Stone	Regular Earth	3/25 cu ft # -	1 sec Permanent	16	IQ+1	1	M51
Create Earth	Regular Earth	2/25 cu ft -	1 sec Permanent	16	IQ+1	1	M51
Stone Missile	Missile Earth	1-Magery -	1-3 sec Instant	16	IQ+1	1	M52
Glass Wall	Regular Knowledge	4 2	1 sec 1 min	16	IQ+1	1	M103
Lend Energy	Regular Healing	1/pt -	1 sec Permanent	16	IQ+1	1	M89
Recover Energy	Special Healing	0 0	1 sec Special	16	IQ+1	1	M89

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Dueling Buckler DR 4 to left hand		15	No	11	1d-2 cr	1	0
Natural	Kick	11	No		1d-2 cr	C,1	
Natural	Kick w/Boots	11	No		1d-1 cr	C,1	
Natural	Punch	13	9		1d-3 cr	C	
Smallsword	Thrust	14	10F	No	1d-1 imp	1	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Stone Missile		15	2	1d+1 cr/point	40/80					

#	?	Equipment (44.556 lb; \$1,000)	\$	W	\$	W	Ref
1	E	▼ Fighting Wizard	0	0 lb	950	44.556 lb	DF13:28
1	E	Boots, Leather Don: 6 secs; Holdout: -4; Flexible and susceptible to blunt trauma (p. B379); -1 DR vs. impaling.	80	3 lb	80	3 lb	LTIA16
1	E	Clothing, Ordinary, Freeman (Status 0)	0	2 lb	0	2 lb	LT98
16	E	Copper Farthing	1	0.016 lb	16	0.256 lb	DF2:14
1	E	Leather, Medium Leg Armor Don: 30 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -1 DR vs. impaling.	100	12 lb	100	12 lb	LTIA10
1	E	Dueling Buckler DR 4 to left hand	25	2 lb	25	2 lb	LT116
1	E	Paut Potion. 4 FP (Magic).	135	0.5 lb	135	0.5 lb	DF1:29
1	E	Smallsword	400	1.5 lb	400	1.5 lb	LT61
1	E	Leather, Medium Arm Armor Don: 15 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -1 DR vs. impaling.	50	6 lb	50	6 lb	LTIA7
1	E	Leather, Medium Torso Armor Don: 30 secs; Holdout: -2; Reaction Pen.-1; Flexible and susceptible to blunt trauma (p. B379); -1 DR vs. impaling.	100	12 lb	100	12 lb	LTIA4
1	E	Bascient Padding see Bascinet	13	1.5 lb	13	1.5 lb	LTIA14
1	E	Hardened Leather, Medium Bascinet Don: 8 secs; Holdout: -4; Reaction Pen.-2; "Face" protection from back only	31	3.8 lb	31	3.8 lb	LTIA14
1	-	▼ At Home	0	0 lb	50	0 lb	
1	-	Scribe's Kit	50	2 lb	50	2 lb	DF1:24