


Portrait	Identity	Player Information	250 Points
	Name: Charlene DeNeuf	Player: Dawn	Race: 0
	Title: Wizzard	Campaign: Queendoms	Attributes: 0
	Religion: _____	Created On: Dec 18, 2019	Advantages: 229
Description			Disadvantages: -50
Race: Human	Height: _____	Hair: _____	Quirks: 0
Gender: Female	Weight: _____	Eyes: _____	Skills: 41
Age: _____	Size: +0	Skin: _____	Spells: 30
Birthday: _____	TL: 4	Hand: _____	Unspent: 0

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Strength (ST): 10	None (0) 20 lb 6 12	- Eye -9 0	Basic FP: 14
Dexterity (DX): 12	• Light (1) 40 lb 4 11	3-4 Skull -7 2	Tired: 4
Intelligence (IQ): 16	Medium (2) 60 lb 3 10	5 Face -5 0	Collapse: 0
Health (HT): 11	Heavy (3) 120 lb 2 9	6-7 Right Leg -2 0	Unconscious: -14
Will: 16	X-Heavy (4) 200 lb 1 8	8 Right Arm -2 0	Current HP: _____
Fright Check: 16		9-10 Torso 0 0	Basic HP: 10
Basic Speed: 6	Lifting & Moving Things	11 Groin -3 0	Reeling: 3
Basic Move: 6	Basic Lift: 20 lb	12 Left Arm -2 0	Collapse: 0
Perception: 13	One-Handed Lift: 40 lb	13-14 Left Leg -2 0	Check #1: -10
Vision: 13	Two-Handed Lift: 160 lb	15 Hand -4 0	Check #2: -20
Hearing: 9	Shove & Knock Over: 240 lb	16 Foot -4 0	Check #3: -30
Taste & Smell: 13	Running Shove & Knock Over: 480 lb	17-18 Neck -5 0	Check #4: -40
Touch: 13	Carry On Back: 300 lb	- Vitals -3 0	Dead: -50
thr: 1d-2 sw: 1d	Shift Slightly: 1,000 lb		

Advantages & Disadvantages	Pts	Ref
Language: Common Native, -6; Spoken (Native), +3; Written (Native), +3.	0	DFA51
Wizzard	179	DFA40
Attributes	150	
Increased Dexterity 2	40	DFA8
Increased Intelligence 5	100	DFA8
Increased Health 1	10	DFA8
Secondary Characteristics	-10	
Decreased Perception 3	-15	DFA10
Increased Basic Speed 1	5	DFA11
Advantages	74	
Magery 3	35	DFA41
Energy Reserve (Magical) 3	9	DFA48
30 points from	30	
Increased Intelligence 1	20	DFA8
Extra Fatigue Points 3	9	DFA10
Signature Gear ()	1	DFA53
Disadvantages	-35	
-15 Points Chosen From	-15	
Curious CR: 12 (Resist Quite Often).	-5	DFA59
Pyromania CR: 12 (Resist Quite Often).	-5	DFA65
Skinny -2 ST vs. knockback	-5	DFA66
Another -20 Points Chosen From or from the other bucket	-20	
Hard of Hearing	-10	DFA61
Clueless	-10	DFA58

Skills	SL	RSL	Pts	Ref
▼ Wizard			41	
▼ Wand and Buckler			8	
Shield (Buckler)	14	DX+2	4	DFA88
Smallsword	13	DX+1	4	DFA81
▼ One Ranged Skill			4	
Innate Attack (Projectile)	14	DX+2	4	DFA79
▼ Mandatory			20	
Alchemy	16	IQ+0	8	DFA72
Hazardous Materials	15	IQ-1	1	DFA77
Hidden Lore (Spirits)	16	IQ+0	2	DFA78
Meditation	15	Will-1	2	DFA80
Occultism	16	IQ+0	2	DFA84
Research Default: Writing - 3	15	IQ-1	1	DFA86
Speed-Reading	15	IQ-1	1	DFA89
Teaching	15	IQ-1	1	DFA91
Thaumatology	16	IQ+0	1	DFA91
Writing	15	IQ-1	1	DFA94
▼ Choose 9			9	
Cartography	15	IQ-1	1	DFA74
Climbing	10	DX-1	1	DFA74
First Aid	16	IQ+0	1	DFA76
Gesture	16	IQ+0	1	DFA77
Hidden Lore (choose a specialty)	15	IQ-1	1	DFA78
Physiology (Animals)	14	IQ-2	1	DFA85
Scrounging	13	Per+0	1	DFA88
Stealth	11	DX+0	1	DFA89
Strategy	14	IQ-2	1	DFA90

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▼ Buy 30 Wizardly Spells						30	
Itch	Regular Body Control	2 -	1 sec Until scratched	17	IQ+1	1	DFS21
Spasm	Regular Body Control	2 -	1 sec Instant	17	IQ+1	1	DFS22
Pain	Regular Body Control	2 -	2 sec 1 sec	17	IQ+1	1	DFS21
Apportation	Regular Movement	Varies	1 sec 1 min	17	IQ+1	1	DFS56
Ignite Fire	Regular Fire	1 - 4 Same	1 sec 1 sec	17	IQ+1	1	DFS31
Extinguish Fire	Regular Fire	3 -	1 sec Permanent	17	IQ+1	1	DFS30
Fireproof	Area Fire	3# Same	5 min 1 day	17	IQ+1	1	DFS30
Resist Fire	Regular Fire	2# Half	1 sec 1 min	17	IQ+1	1	DFS31
Create Fire	Area Fire	2 Half	1 sec 1 min	17	IQ+1	1	DFS29
Heat	Regular Fire	Varies Varies	1 min 1 min	17	IQ+1	1	DFS31
Resist Cold	Regular Fire	2 Half	1 sec 1 min	17	IQ+1	1	DFS31
Locksmith	Regular Movement	2 2	1 sec 1 min	17	IQ+1	1	DFS58

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
Seek Food	Info Food	2 -	1 sec Instant	17	IQ+1	1	DFS32
Test Food	Info Food	1 or 3 -	1 sec Instant	17	IQ+1	1	DFS32
Cook	Regular Food	1 -	5 sec Permanent	17	IQ+1	1	DFS32
Create Food	Regular Food	Varies -	30 sec Permanent	17	IQ+1	1	DFS32
Detect Magic	Regular Knowledge	2 -	5 sec Instant	17	IQ+1	1	DFS43
Light	Regular Light & Darkness	1 1	1 sec 1 min	17	IQ+1	1	DFS47
Continual Light	Regular Light & Darkness	2 moon, 4 torch, 6 day -	1 sec 2d days	17	IQ+1	1	DFS46
Darkness	Area Light & Darkness	2 1	1 sec 1 min	17	IQ+1	1	DFS46
Blur	Regular Light & Darkness	1 - 5 Same	2 sec 1 min	17	IQ+1	1	DFS46
Colors	Regular Light & Darkness	2 1	1 sec 1 min	17	IQ+1	1	DFS46
Mirror	Regular Light & Darkness	2 2	1 sec 1 min	17	IQ+1	1	DFS47
Haste	Regular Movement	2/pt Half	2 sec 1 min	17	IQ+1	1	DFS57
Great Haste	Regular Movement	5 -	3 sec 10 sec	16	IQ+0	1	DFS57
Sense Life	Info/Area Communication & Empathy	1 / 2 -	1 sec Instant	17	IQ+1	1	DFS26
Sense Spirit	Info/Area Necromancy	1/2 (min 1) -	1 sec Instant	17	IQ+1	1	DFS60
Foolishness	Regular Mind Control	1 - 5 Half	1 sec 1 min	17	IQ+1	1	DFS54
Daze	Regular Mind Control	3 2	2 sec 1 min	17	IQ+1	1	DFS54
Weaken Will	Regular Mind Control	2/pt of Will decrease Half	1 sec 1 min	17	IQ+1	1	DFS56

Ranged Weapons		Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Dagger		Thrown	8	+ 0	1d-3 imp	5/10	1	T(1)	- 1		5
Heavy Cloak		Thrown	10	+ 1	Special	2	1	T(1)	- 6		8

Melee Weapons		Usage	Lvl	Parry	Block	Damage	Reach	ST
Create Fire		Area	0	No		1d-1 burn	Special	
Dagger		Main-Gauche	9	10F	No	1d-3 imp	C	5
Dagger		Thrust	8	9	No	1d-3 imp	C	5
Heavy Cloak		Grapple	10	No	11	-	C,1	-
Natural		Kick	10	No		1d-2 cr	C,1	
Natural		Kick w/Boots	10	No		1d-1 cr	C,1	
Natural		Punch	12	12		1d-3 cr	C	
Small Shield		Shield Bash	12	No	12	1d-2 cr	1	0
Wizard's Wand (Staff)		Swung	9	10	No	1d cr	1	6
Wizard's Wand (Staff)		Thrust	9	10	No	1d-2 cr	1	6

#	?	Equipment (39.75 lb; \$282)	\$	W	\$	W	Ref
1	E	Dagger	20	0.25 lb	20	0.25 lb	DFA100
1	E	Heavy Cloak	50	5 lb	50	5 lb	DFA107
1	E	Small Shield	40	8 lb	40	8 lb	DFA107

#	?	Equipment (39.75 lb; \$282)	\$	W	\$	W	Ref
1	E	Group Basics Basic EQ for Cooking/Survival for 3-8 people	50	20 lb	50	20 lb	DFA111
1	E	Personal Basics Basic EQ for individual Survival	5	1 lb	5	1 lb	DFA111
1	E	Rations One meal	2	0.5 lb	2	0.5 lb	DFA111
1	E	Candle, Beeswax Sufficient to read by. 24 hr.	5	1 lb	5	1 lb	DFA111
1	E	Bandages Basic EQ for First Aid	10	1 lb	10	1 lb	DFA111
1	E	First Aid Kit +1 to First Aid	50	2 lb	50	2 lb	DFA111
1	E	Wizard's Wand (Staff)	50	1 lb	50	1 lb	DFA118