Béthorm							
APs:	Name:	Siónu					

JS	ethorm	CHARACTE	R RECORD SHE	E <i>T</i>	Player: Beth		Cam	paign: <u>Kúrt</u>	Hills	
APs:	Name: Siónu hi	Tekkól	Race: Human / 1	Tsolyáni	Age: <u>26</u>	Gender:	Straigh	t Female		
	PHYS: 10	Hit Points: 10			Clan: Grey Wa	and	Level	: High	Contac	:ts: 2
	DEFT: <u>10</u>	Armored: <u>10</u>	Move: 6		Clan Rank	7 + Linea	ige Mod	i <u>0</u> = 7	Clan In	fluence
	INTL: <u>11</u>	EPs: Starting:	1-2	3-8 9-10	Job: Sorcere	r Rank:	Minor C	aster = 2		fluence
	WILL: 9	Appearance: 9	Initiative: 1 /		God: Keténgk	ru			Presti	ge
	PSYC: <u>11</u>	Psychic NRG: 82								
APs:		Personal Traits:								
1	Quick Thinking	(+1 initiative level)								
2	Attribute +1									
2	Attribute +1									
-1	Nearsighted									
-1	Oathbound (alw	ays heal first)								
-1	Phobia: fear of	filth								
	Advantage	Points Earned: 2	Ur	nspent: 0						
	Conta		Contact Points:							
Hrakás		/sician, personal friend	-	8						
777 411 40	,	, por corruit management	,,							
			Contact Bala	nce: 0						
EPs:	Skill Name & Sp	ecialization:	Base: Bonus: I	Mod: Skill:			PORTRAI	Т		
21	Sorcery: Both	Sorcery Level: 9	<u>INTL</u> + 5 +	= 16	Money:	6853k (+1015 M	landa's	Family Inco	me:	
1	Rituals: Keténgi	ku	<u>INTL</u> + 0 +	= 11	Equipment: _	Donated to Ten	nple: 20	00k		
3	Physician		<u>INTL</u> + 1 +	= 12	medical kit O	00000000	000, b	andages		
6	Melee: Blades		<u>DEFT</u> + 2 +	= 12	Amulet of Por	wer over the U	ndead (#8)		
6	Dodge		<u>DEFT</u> + 2 +	= 12						
			++	=	Weapon:	Skill: Mod:	Total:	Range:	Damaç	ge:
			++	=	Sword	12 + 1	= 13	3	3 / <u>5</u>	_ / <u></u>
			+_+	=		+	=		1	_/
			+_+	=_		+	=		1	_/
			++	=		+	=		/	_1
			+_+	=						
		_	++	=	Defenses:	Skill Name:	Skill:	Modifier	rs:	Total
			++	=	Melee:	Dodge	12		10) =2
			++	=	Missile:	Dodge	12		10) = 2
			++	=	Magic:	Resist Sorcery	8		10) = <u>-2</u>
			+_+	=		_	_			
			+_+		Shield:	none	+	Hits:		
			+_+		_					
			+ +	=	Helmet:	Chlén Helm	Avoid	Physical Ene	Physical	l Energy
			+ +		Natural Armor					1
			+ +			Heavy Crysta	1	Avoid DEFT		1 4
37	= 13 + 24	Spent = Starting + Far			5 7 1111011	(+1/+3, -1 PH		Total Arr		- ·

Béthorm Spellbook Shee			Siónu	hiTekkól				Page:	1
Deity: Keténgku	EPs:		Types:		Level:		Spell Pts Rem		14
No. Spell Name (R/P)	NRG	Prep Time	Aim	Rng	Target(s)	Resist	Duration	Conc	Cost
10a Heal Minor Wounds (R)	9	1 action	yes	touch	1	yes	-	no	12
Heals 1/2/3 lost hit points. If it fa	ils, a -	2 penalty appli	es to fu	irther atte	mpts at magica	l healii	ng		
10b Heal Serious Wnds (R)	13	1 action	yes	touch	1	yes	-	no	18
Heals 2/4/6 lost hit points. If it fa	ils, a -	1 penalty appli	es to fu	ırther atte	mpts at magica	l healii	ng		
1a Neutralize Poison (R)	7	1 round	yes	touch	1	no	-	no	4
Neutralizes life-endangering tox	ins (po	oison & venom) in a li	ving body,	, but not alcoho	ol, dise	ase, or non-letl	hal drug	js
25a Web (R)	13	1 action	yes	5"	1" area	no	12/15/18 rnds	no	10
Target unable to take any physi	cal acti	ion except try		pe. DEFT	Į	round	to escape.		
9A Blessing (R)	16	1 minute	yes	touch	1 human	no	1 hour	no	11
target gains 4 hit points				<u>I</u>	•		•		
5A Dispel Universal (R)	11	1 round	ves	2"	1	yes	_	no	11
Dioper offivered (11)		Tround	yco		,	yco		110	
14A Nutrify (R)	13	1 action	yes	2"	3" area	yes	-	no	24
1 meal p/target in stomach	10	7 400007	you	_	0 47 04	you			
49A Heal Major Wounds (R)	13	1 action	ves	1"	1" area	ves	_	no	20
Heals 4/6/8 lost hit points. Can i				<u> </u>			at magical he		20
49B Heal Severe Wounds (R)	15	1 action	ves	1"	1" area	yes	, at magrear ne	no	12
Heals 6/8/10 lost hit points, cure						-	eie & 371/B da		
			1	ı			JSIS & STA/B UE		
30A Neutralize Substance (R)	13	1 action	yes	5"	1" area	yes	-	no	16
Neutralizes poisons, drugs (exc	ept Zu	ur), alcohol, al	nd para	lysis					
35A Blessing vs Magic (R)	11	1 action	yes	2"	1" area	no	1 hour	no	18
Adds +4 to recipient's Resist So	rcery s	kill & Magic D	efense.						
10C Mend (R)	24	1 action	yes	touch	1 target	yes	-	no	19
Restores lost / seriously injured	body	area or limb, re	epairs e	yesight, h	nearing, etc1	on furt	her attempts if	it fails.	
69A Wall (of Grey Mist) (R)	26	1 action	no	1/2"	2m x 2m x 1m	partial	3 minutes	no	21
Wall moves away by 1" per roun	nd. Doe	es 2/3/4 dmg to	all it to	uches, 6/	9/12 if they fail	to resis	st.		
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