

Portrait	Identity				Miscellaneous				225 Points				
	✂ Name Anderna				Created Oct 27, 2022, 4:42 PM				-50 Overspent				
	Title Tatoueuse itinerant				Modified Jun 13, 2023, 4:04 PM				0 Race				
	Organization				Player Riko				150 Attributes				
	Description								48 Advantages				
	✂ Gender Female				✂ Height 1.7777 m		✂ Hair Black		-40 Disadvantages				
	✂ Age 16				✂ Weight 81.5 kg		✂ Eyes Brown		0 Quirks				
✂ Birthday October 29				Size +0		✂ Skin Tan		58 Skills					
Religion				TL 4		✂ Hand Right		59 Spells					
Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge						
[10]	11 Strength (ST)	[0]	16 Will	Roll	Location	DR	Level		Max Load	Move	Dodge		
[60]	13 Dexterity (DX)	[0]	16 Fright Check		Eyes	-9	0	0 None	12 kg	5	8		
[80]	14 Intelligence (IQ)	[0]	14 Perception (Per)	3-4	Skull	-7	2	1 Light	24 kg	4	7		
[0]	10 Health (HT)	[0]	14 Vision	5	Face	-5	0	2 Medium	36 kg	3	6		
Basic Damage		[0]	14 Hearing	6-7	Right Leg	-2	0	3 Heavy	72 kg	2	5		
1d-1 Basic Thrust		[0]	14 Taste & Smell	8	Right Arm	-2	0	4 X-Heavy	120 kg	1	4		
1d+1 Basic Swing		[0]	14 Touch	9-10	Torso	+0	0	Lifting & Moving Things					
		[0]	5.75 Basic Speed	11	Groin	-3	0	12 kg Basic Lift					
		[0]	5 Basic Move	12	Left Arm	-2	0	24 kg One-Handed Lift					
Point Pools				13-14	Left Leg	-2	0	96 kg Two-Handed Lift					
[0] 10 of 10 FP [Rested]				15	Hand	-4	0	144 kg Shove & Knock Over					
[0] 11 of 11 HP [Healthy]				16	Foot	-4	0	288 kg Running Shove & Knock Over					
				17-18	Neck	-5	0	180 kg Carry On Back					
					Vitals	-3	0	600 kg Shift Slightly					
Melee Weapon						Usage	SL	Parry	Block	Damage	Reach	ST	
Natural Attacks						Bite	13	No	No	1d-2 cr	C		
Natural Attacks						Kick	11	No		1d-1 cr	C,1		
Natural Attacks						Punch	13	9		1d-2 cr	C		
Quarterstaff Staff						Swung	16	13	No	1d+3 cr	1,2	7†	
Quarterstaff Two-Handed Sword						Swung	8	7	No	1d+3 cr	1,2	9†	
Quarterstaff Staff						Thrust	16	13	No	1d+1 cr	1,2	7†	
Quarterstaff Two-Handed Sword						Thrust	8	7	No	1d cr	2	9†	
Small Throwing Knife						Swung	6	4	No	1d-2 cut	C,1	5	
Small Throwing Knife						Thrust	6	4	No	1d-2 imp	C	7	
Ranged Weapon				Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Poltergeist Throws object with ST 15, p. B355. Cost: 1 pt for an item up to 10 lbs (1d dmg); 2 pts for something up to 25 lbs (1d+1 dmg).					14	1	Special cr	20/60					
Small Throwing Knife				Thrown	14	1	1d-2 imp	8/16	1	T(1)	0		5
Trait				Pts		Skill / Technique				SL	RSL	Pts	
Natural Attacks				0	B271	Staff				16	DX+3	12	B208
Increased Will 2				10	B16	Throwing				14	DX+1	4	B226
Magery 3				35	B66	Fast-Draw (Knife)				13	DX	1	B194+
Extra Fatigue Points 1 Magic Only (Subject to involuntary FP drain)				3	B16	Thrown Weapon (Knife)				14	DX+1	2	B226
Charitable CR: 12 (Resist quite often) Make a self-control roll in any situation where you could render aid or are specifically asked for help, but should resist the urge				-15	B125	Acrobatics				14	DX+1	8	B174+
Enemy (Red Mage of Thay) Appears quite rarely (6-); Large/Powerful Group				-15	B135	Area Knowledge (Sword Coast; Lived there) General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+				14	IQ	1	B176
						Artist (Body Art) Default: Artist (Drawing)-4				14	IQ	6	B179

Trait	Pts	🔖	Skill / Technique	SL	RSL	Pts	🔖
Pacifism: Cannot Harm Innocents You may fight – you may even start fights – but you may only use deadly force on a foe that is attempting to do you serious harm. Capture is not “serious harm” unless you are already under penalty of death or have a Code of Honor that would require suicide if captured. You never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved – particularly if they are “ordinary folks.”	-10	B148	Artist (Drawing)	14	IQ	6	B179
			Jeweler/TL4	14	IQ	4	B203
			Acting	13	IQ-1	1	B174
			Diplomacy	13	IQ-1	2	B187
			Disguise/TL4 (Human)	13	IQ-1	1	B187
			Jumping	13	DX	1	B203+
			Sewing/TL4	13	DX	1	B219
Language: Common Native; Spoken (Native); Written (Native)	0	B24	Stealth	13	DX	2	B222
			Climbing	12	DX-1	1	B183
Language: Thorass Native; Spoken (Native); Written (Native) Amn	0	B24	Thaumatology	14	IQ	1	B225
			Forgery/TL4	12	IQ-2	1	B196
			Observation	13	Per-1	1	B211
			Intelligence Analysis/TL4	13	IQ-1	2	B201
Spell				SL	RSL	Pts	🔖
☑ Sound						1	
Sound Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: Varies; Maintain: 1/ min; Time: 1 sec; Duration: Varies; College: Sound				15	IQ+1	1	M171
☑ Movement						27	
Blink Ritual: speak a word or two OR make a small gesture Class: Blocking; Cost: 2; Time: 1 sec; Duration: Instant; College: Gate, Movement				15	IQ+1	1	M148
Distant Blow Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 3; Maintain: 3; Time: 3 sec; Duration: 5 sec; College: Movement				15	IQ+1	1	M144
Poltergeist Throws object with ST 15, p. B355. Cost: 1 pt for an item up to 10 lbs (1d dmg); 2 pts for something up to 25 lbs (1d+1 dmg). Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Missile; Cost: 1 or 2; Time: 1 sec; Duration: Instant; College: Movement				15	IQ+1	1	M144
Great Haste Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 5; Time: 3 sec; Duration: 10 sec; College: Movement				15	IQ+1	2	M146
Haste Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2/pt; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Movement				15	IQ+1	1	M142
Jump Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1-3; Time: 1 sec; Duration: 1 min; College: Movement				15	IQ+1	1	M143
Levitation Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: ST or Will; Class: Regular; Cost: 1 per 80 lbs; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Movement				15	IQ+1	1	M143
Apportation Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Regular; Cost: Varies; Time: 1 sec; Duration: 1 min; College: Movement				15	IQ+1	1	M142
Wallwalker Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1 per 50 lbs; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Movement				15	IQ+1	1	M144
Teleport Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: Varies; Time: 1 sec; Duration: Instant; College: Gate, Movement				15	IQ+1	2	M147
Teleport Other Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will+1; Class: Regular; Cost: Varies; Maintain: —; Time: 1 sec; Duration: Instant; College: Gate, Movement				17	IQ+3	10	M147
Flight Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 5; Maintain: 3; Time: 2 sec; Duration: 1 min; College: Movement				15	IQ+1	2	M145
Flying Carpet Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1/sq foot of surface; Maintain: Half; Time: 5 sec; Duration: 10 min; College: Movement				15	IQ+1	2	M146

Spell	SL	RSL	Pts	
Deflect Missile Ritual: speak a word or two OR make a small gesture Class: Blocking; Cost: 1; Time: 1 sec; Duration: Instant; College: Movement, Protection & Warning	15	IQ+1	1	M143
Mind control			4	
Forgetfulness Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will or skill; Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 1 hr; College: Mind Control	15	IQ+1	1	M135
Foolishness Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Regular; Cost: 1-5; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Mind Control	15	IQ+1	1	M134
Fear Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Area; Cost: 1; Time: 1 sec; Duration: 10 min; College: Mind Control	15	IQ+1	1	M134
Avoid Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 3; Maintain: 3; Time: 1 min; Duration: 1 hr; College: Mind Control	15	IQ+1	1	M140
Meta			6	
Counterspell Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cost: Half countered spell; Time: 5 sec; Duration: Instant; College: Meta	15	IQ+1	1	M121
Delay Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 2 hrs; College: Meta	15	IQ+1	1	M130
Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spells; Class: Area; Cost: 3; Time: sec=cost; Duration: Permanent; College: Meta	15	IQ+1	1	M126
Magic Resistance Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will+Magery; Class: Regular; Cost: 1-5; Maintain: Same; Time: 3 sec; Duration: 1 min; College: Meta	15	IQ+1	1	M123
Reflex Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: cost of subject spell; Maintain: Same; Time: 10 sec; Duration: 1 hr; College: Meta	15	IQ+1	1	M132
Ward Ritual: speak a word or two OR make a small gesture Resistance: Subject spell; Class: Blocking; Cost: 2 or 3; Time: 1 sec; Duration: Instant; College: Meta	15	IQ+1	1	M122
Light & Darkness			4	
Hide Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1-5; Maintain: Same; Time: 5 secs; Duration: 1 hour; College: Light & Darkness	15	IQ+1	1	M113
Light Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	15	IQ+1	1	M110
Continual Light Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2 moon, 4 torch, 6 day; Time: 1 sec; Duration: 2d days; College: Light & Darkness	15	IQ+1	1	M110
Darkness Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	15	IQ+1	1	M111
Knowledge			2	
Identify Spell Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Knowledge	15	IQ+1	1	M102
Detect Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2; Time: 5 sec; Duration: Instant; College: Knowledge	15	IQ+1	1	M101
Illusion			6	
Simple Illusion Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 1; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation	15	IQ+1	1	M95
Perfect Illusion Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 3; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation	15	IQ+1	1	M96

Spell					SL	RSL	Pts					
Know Illusion Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Illusion & Creation					15	IQ+1	1	M97				
Illusion Disguise Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 3; Time: 1 sec; Duration: Until illusion ends; College: Illusion & Creation					15	IQ+1	1	M96				
Control Illusion Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cost: 1; Time: 2 sec; Duration: Permanent; College: Illusion & Creation					15	IQ+1	1	M97				
Complex Illusion Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation					15	IQ+1	1	M96				
Healing							2					
Recover Energy Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Healing					15	IQ+1	1	M89				
Lend Energy Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1/pt; Time: 1 sec; Duration: Permanent; College: Healing					15	IQ+1	1	M89				
Communication & Empathy							2					
Sense Foes Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info/Area; Cost: 1/area, min 2; Time: 1 sec; Duration: Instant; College: Communication & Empathy					15	IQ+1	1	M44				
Sense Emotion Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2; Time: 1 sec; Duration: Instant; College: Communication & Empathy					15	IQ+1	1	M45				
Protection							5					
Watchdog Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 1; Maintain: Same; Time: 10 sec; Duration: 10 hrs; College: Protection & Warning					15	IQ+1	1	M167				
Sense Danger Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 3; Time: 1 sec; Duration: Instant; College: Protection & Warning					15	IQ+1	1	M166				
Shield Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2 per DB; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Protection & Warning					15	IQ+1	1	M167				
Armor Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2 per DR; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Protection & Warning					15	IQ+1	1	M167				
Block Ritual: speak a word or two OR make a small gesture Class: Blocking; Cost: 1 per DB; Time: 1 sec; Duration: Instant; College: Protection & Warning					15	IQ+1	1	M166				
	#	Carried Equipment (3.003 kg; \$4180)			Uses	TL	LC					
	1	Quarterstaff				0		10	2 kg	10	2 kg	B273
	1	15 pt Powerstone			15			4050	0.003 kg	4050	0.003 kg	M20
	4	Small Throwing Knife						30	0.25 kg	120	1 kg	DFA105
Note												
adept of Azuth, venera Mystra (the lady of mysteries, Mistress of Magic, recruited by the Order of the the Silver Moon and Harp (the Harpers) a secret society devoted to peace, wellness among all species and lands.												
Tatoo on Anderna's skin might show silvered Harp when due secret words of the Harper's are pronounced. This recognition sign appears only to Harper's adepts.												
The Harpers employed a networkof teleportation circels in cities accross the north, to ensure their movements remained shroude in secrecy												