








Portrait	Identity			Miscellaneous			240 Points				
	Name	Anderna		Created	Oct 27, 2022, 4:42 PM		-22	Overspent			
	Title	Tatoueuse itinerant		Modified	Apr 16, 2023, 2:59 PM		0	Race			
	Organization			Player	Riko		140	Attributes			
	Description						45	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	51	Skills			
	Religion		TL	4	Hand	Right	66	Spells			
	Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge				
[20] 12	Strength (ST)	[0] 15	Will	Roll	Location	DR	Level	Max Load	Move	Dodge	
[60] 13	Dexterity (DX)	[0] 15	Fright Check		Eyes	-9 0	0 None	14.5 kg	5	8	
[60] 13	Intelligence (IQ)	[0] 13	Perception (Per)	3-4	Skull	-7 2	1 Light	29 kg	4	7	
[0] 10	Health (HT)	[0] 13	Vision	5	Face	-5 0	2 Medium	43.5 kg	3	6	
Basic Damage		[0] 13	Hearing	6-7	Right Leg	-2 0	3 Heavy	87 kg	2	5	
1d-1 Basic Thrust		[0] 13	Taste & Smell	8	Right Arm	-2 0	4 X-Heavy	145 kg	1	4	
1d+2 Basic Swing		[0] 13	Touch	9-10	Torso	+0 0	Lifting & Moving Things				
		[0] 5.75	Basic Speed	11	Groin	-3 0	14.5 kg Basic Lift				
		[0] 5	Basic Move	12	Left Arm	-2 0	29 kg One-Handed Lift				
Point Pools				13-14	Left Leg	-2 0	116 kg Two-Handed Lift				
[0] 10 of 10 FP [Rested]				15	Hand	-4 0	174 kg Shove & Knock Over				
[0] 12 of 12 HP [Healthy]				16	Foot	-4 0	348 kg Running Shove & Knock Over				
				17-18	Neck	-5 0	217.5 kg Carry On Back				
					Vitals	-3 0	725 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					Swung	16	13	No	1d+4 cr	1,2	7+
Staff											
Quarterstaff					Swung	8	7	No	1d+4 cr	1,2	9+
Two-Handed Sword											
Quarterstaff					Thrust	16	13	No	1d+1 cr	1,2	7+
Staff											
Quarterstaff					Thrust	8	7	No	1d cr	2	9+
Two-Handed Sword											
Trait			Pts		Skill / Technique			SL	RSL	Pts	
Natural Attacks			0	B271	Acrobatics			14	DX+1	8	B174+
Increased Will 2			10	B16	Acting			12	IQ-1	1	B174
Magery 3			35	B66	Area Knowledge (Sword Coast; Lived there)			13	IQ	1	B176
Charitable			-15	B125	General nature of its settlements and towns, political allegiances, leaders, and most citizens of Status 5+						
CR: 12 (Resist quite often)					Artist (Body Art)			14	IQ+1	8	B179
Make a self-control roll in any situation where you could render aid or are specifically asked for help, but should resist the urge					Default: Artist (Drawing)-4						
Enemy (Red Mage of Thay)			-15	B135	Artist (Drawing)			14	IQ+1	8	B179
Appears quite rarely (6-); Large/Powerful Group					Climbing			12	DX-1	1	B183
Pacifism: Cannot Harm Innocents			-10	B148	Diplomacy			12	IQ-1	2	B187
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.					Disguise/TL4 (Human)			12	IQ-1	1	B187
You never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved – particularly if they are “ordinary folks.”					Jeweler/TL4			13	IQ	4	B203
Language: Common			0	B24	Jumping			13	DX	1	B203+
Native; Spoken (Native); Written (Native)					Meditation			13	Will-2	1	B207
					Sewing/TL4			14	DX+1	2	B219
					Staff			16	DX+3	12	B208
					Stealth			12	DX-1	1	B222

Trait				Pts			
Language: Thorass Native; Spoken (Native); Written (Native) Amn				0	B24		
Spell				SL	RSL	Pts	
✔ Movement						35	
Apportation Ritual: speak quietly and make a gesture Resistance: Will; Class: Regular; Cost: Varies; Time: 1 sec; Duration: 1 min; College: Movement				14	IQ+1	1	M142
Blink Ritual: speak quietly and make a gesture Class: Blocking; Cost: 2; Time: 1 sec; Duration: Instant; College: Gate, Movement				14	IQ+1	1	M148
Deflect Missile Ritual: speak quietly and make a gesture Class: Blocking; Cost: 1; Time: 1 sec; Duration: Instant; College: Movement, Protection & Warning				14	IQ+1	1	M143
Distant Blow Ritual: speak quietly and make a gesture Class: Regular; Cost: 3; Maintain: 3; Time: 3 sec; Duration: 5 sec; College: Movement				14	IQ+1	1	M144
Flight Ritual: speak quietly and make a gesture Class: Regular; Cost: 5; Maintain: 3; Time: 2 sec; Duration: 1 min; College: Movement				13	IQ	1	M145
Jump Ritual: speak quietly and make a gesture Class: Regular; Cost: 1-3; Time: 1 sec; Duration: 1 min; College: Movement				14	IQ+1	1	M143
Haste Ritual: speak quietly and make a gesture Class: Regular; Cost: 2/pt; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Movement				14	IQ+1	1	M142
Hawk Flight Ritual: speak quietly and make a gesture Class: Regular; Cost: 8; Maintain: 4; Time: 3 sec; Duration: 1 min; College: Movement				13	IQ	1	M146
Levitation Ritual: speak quietly and make a gesture Resistance: ST or Will; Class: Regular; Cost: 1 per 80 lbs; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Movement				14	IQ+1	1	M143
Teleport Ritual: speak quietly and make a gesture Class: Special; Cost: Varies; Time: 1 sec; Duration: Instant; College: Gate, Movement				13	IQ	1	M147
Teleport Other Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: Will+1; Class: Regular; Cost: Varies; Maintain: _; Time: 1 sec; Duration: Instant; College: Gate, Movement				20	IQ+7	24	M147
Wallwalker Ritual: speak quietly and make a gesture Class: Regular; Cost: 1 per 50 lbs; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Movement				14	IQ+1	1	M144
✔ enchantment						12	
Enchant Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Enchantment; Cost: Varies; Time: Varies; Duration: Permanent; College: Enchantment				15	IQ+2	4	M56
Power Ritual: speak quietly and make a gesture Class: Enchantment; Cost: Varies; Duration: Permanent; College: Enchantment				14	IQ+1	1	M57
Powerstone Ritual: speak quietly and make a gesture Class: Enchantment; Cost: 20; Time: Varies; Duration: Permanent; College: Enchantment				14	IQ+1	1	M69
Remove Enchantment Ritual: speak quietly and make a gesture Class: Enchantment; Cost: 100 #; Time: Varies; Duration: Permanent; College: Enchantment				14	IQ+1	1	M58
Scroll Ritual: speak quietly and make a gesture Class: Enchantment; Cost: Special; Time: days=cost; Duration: Varies; College: Enchantment				14	IQ+1	1	M57
Speed Ritual: speak quietly and make a gesture Class: Enchantment; Cost: Varies; Duration: Permanent; College: Enchantment				14	IQ+1	1	M57
Staff Ritual: speak quietly and make a gesture Class: Enchantment; Cost: 30; Duration: Permanent; College: Enchantment				14	IQ+1	1	M70

Spell	SL	RSL	Pts	
Suspend Enchantment Ritual: speak quietly and make a gesture Class: Enchantment; Cost: 25 #; Time: 1 sec; Duration: 1 hr; College: Enchantment	14	IQ+1	1	M58
Temporary Enchantment Ritual: speak quietly and make a gesture Class: Enchantment; Cost: Varies; Duration: Indefinite#; College: Enchantment	14	IQ+1	1	M56
Illusion			6	
Complex Illusion Ritual: speak quietly and make a gesture Class: Area; Cost: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation	14	IQ+1	1	M96
Control Illusion Ritual: speak quietly and make a gesture Resistance: Subject spell; Class: Regular; Cost: 1; Time: 2 sec; Duration: Permanent; College: Illusion & Creation	14	IQ+1	1	M97
Illusion Disguise Ritual: speak quietly and make a gesture Class: Regular; Cost: 3; Time: 1 sec; Duration: Until illusion ends; College: Illusion & Creation	14	IQ+1	1	M96
Know Illusion Ritual: speak quietly and make a gesture Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Illusion & Creation	14	IQ+1	1	M97
Perfect Illusion Ritual: speak quietly and make a gesture Class: Area; Cost: 3; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation	14	IQ+1	1	M96
Simple Illusion Ritual: speak quietly and make a gesture Class: Area; Cost: 1; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation	14	IQ+1	1	M95
Sound			1	
Sound Ritual: speak quietly and make a gesture Class: Regular; Cost: Varies; Maintain: 1/ min; Time: 1 sec; Duration: Varies; College: Sound	14	IQ+1	1	M171
Healing			2	
Lend Energy Ritual: speak quietly and make a gesture Class: Regular; Cost: 1/pt; Time: 1 sec; Duration: Permanent; College: Healing	14	IQ+1	1	M89
Recover Energy Ritual: speak quietly and make a gesture Class: Special; Cost: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Healing	14	IQ+1	1	M89
Mind control			4	
Avoid Ritual: speak quietly and make a gesture Class: Area; Cost: 3; Maintain: 3; Time: 1 min; Duration: 1 hr; College: Mind Control	14	IQ+1	1	M140
Fear Ritual: speak quietly and make a gesture Resistance: Will; Class: Area; Cost: 1; Time: 1 sec; Duration: 10 min; College: Mind Control	14	IQ+1	1	M134
Foolishness Ritual: speak quietly and make a gesture Resistance: Will; Class: Regular; Cost: 1-5; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Mind Control	14	IQ+1	1	M134
Forgetfulness Ritual: speak quietly and make a gesture Resistance: Will or skill; Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 1 hr; College: Mind Control	14	IQ+1	1	M135
Communication & Empathy			2	
Sense Emotion Ritual: speak quietly and make a gesture Class: Regular; Cost: 2; Time: 1 sec; Duration: Instant; College: Communication & Empathy	14	IQ+1	1	M45
Sense Foes Ritual: speak quietly and make a gesture Class: Info/Area; Cost: 1/area, min 2; Time: 1 sec; Duration: Instant; College: Communication & Empathy	14	IQ+1	1	M44
Light & Darkness			1	
Hide Ritual: speak quietly and make a gesture Class: Regular; Cost: 1-5; Maintain: Same; Time: 5 secs; Duration: 1 hour; College: Light & Darkness	14	IQ+1	1	M113
Knowledge			2	
Detect Magic Ritual: speak quietly and make a gesture Class: Regular; Cost: 2; Time: 5 sec; Duration: Instant; College: Knowledge	14	IQ+1	1	M101

Spell							SL	RSL	Pts					
Identify Spell Ritual: speak quietly and make a gesture Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Knowledge							14	IQ+1	1	M102				
☑ Meta									1					
Magic Resistance Ritual: speak quietly and make a gesture Resistance: Will+Magery; Class: Regular; Cost: 1-5; Maintain: Same; Time: 3 sec; Duration: 1 min; College: Meta							14	IQ+1	1	M123				
✓	#	Carried Equipment (2 kg; \$10)				Uses	TL	LC						
✓	1	Quarterstaff					0		10	2 kg	10	2 kg	B273	