


Portrait		Identity				Miscellaneous				250 Points							
		Name	Alton Blackstone				Created	Jan 7, 2023, 6:03 PM				0 Unspent					
		Title					Modified	Jan 7, 2023, 6:36 PM				0 Race					
		Organization					Player	Duncan Watson				30 Attributes					
	Description										184 Advantages						
		Gender	Male			Height	5'10"			Hair	Black		-50 Disadvantages				
		Age	25			Weight	123 lb			Eyes	Green		-5 Quirks				
		Birthday	September 28			Size	+0			Skin	Pale		34 Skills				
		Religion				TL	3			Hand	Right		57 Spells				
	Primary Attributes		Secondary Attributes				Humanoid				Encumbrance, Move & Dodge						
	[-10] 9 Strength (ST)		[0] 13 Will		Roll		Location		DR		Level		Max Load		Move		Dodge
[40] 12 Dexterity (DX)		[0] 13 Fright Check		3-4		Eyes		-9 0		0 None		16 lb		5		8	
[0] 13 Intelligence (IQ)		[0] 13 Perception (Per)		5		Skull		-7 2		1 Light		32 lb		4		7	
[0] 11 Health (HT)		[0] 13 Vision		6-7		Face		-5 0		2 Medium		48 lb		3		6	
Basic Damage		[0] 13 Hearing		8		Right Leg		-2 0		3 Heavy		96 lb		2		5	
1d-2 Basic Thrust		[0] 13 Taste & Smell		9-10		Right Arm		-2 0		4 X-Heavy		160 lb		1		4	
1d-1 Basic Swing		[0] 13 Touch		11		Torso		+0 0		Lifting & Moving Things							
		[0] 5.75 Basic Speed		12		Groin		-3 0		16 lb Basic Lift							
		[0] 5 Basic Move		13-14		Left Arm		-2 0		32 lb One-Handed Lift							
Point Pools				15		Left Leg		-2 0		128 lb Two-Handed Lift							
[0] 11 of 11 FP [Rested]				16		Hand		-4 0		192 lb Shove & Knock Over							
[0] 9 of 9 HP [Healthy]				17-18		Foot		-4 0		384 lb Running Shove & Knock Over							
						Neck		-5 0		240 lb Carry On Back							
						Vitals		-3 0		800 lb Shift Slightly							
±		Reaction						±		Condition							
-1		to orders, insults, or social slights						-3		added to any penalties assessed for excessive drinking the previous evening and add 3 hours to hangover duration							
								+4		to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words							
								+4		to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when you try to lie or bluff							
Melee Weapon								Usage	SL	Parry	Block	Damage	Reach	ST			
Flash								Area	0	No		Blinds	Special				
Quarterstaff Staff								Swung	13	11	No	1d+1 cr	1,2	7+			
Quarterstaff Two-Handed Sword								Swung	7	6	No	1d+1 cr	1,2	9+			
Quarterstaff Staff								Thrust	13	11	No	1d cr	1,2	7+			
Quarterstaff Two-Handed Sword								Thrust	7	6	No	1d-1 cr	2	9+			
Weaken affects only inanimate objects									0	No		1d /2 points	Special				
Ranged Weapon				Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST				
Concussion					15	1	1d cr ex/2 points	20/40									
Explosive Lightning					15	3	1d-1 burn ex/2 points	50/100									
Lightning					15	3	1d-1 burn/point	50/100									
Sunbolt					15	2	1d-1 imp/point	75/150									
Trait					Pts		Skill / Technique				SL	RSL	Pts				
✔ Wizard					160		Carousing				11	HT	1	B183			
✔ Attributes					70		Detect Lies				11	Per-2	1	B187			
Increased Health 1					10	B14	Diplomacy				11	IQ-2	1	B187			
Increased Intelligence 3					60	B15	Fast-Talk				12	IQ-1	1	B195			
✔ Class Advantage					95		First Aid/TL3				13	IQ	1	B195			
Magery 9					95	B66	Gesture				13	IQ	1	B198			








Trait	Pts	📖	Skill / Technique	SL	RSL	Pts	📖
Status 1	0	B28	Hiking	10	HT-1	1	B200
🗳️ Class Disadvantage	-5		Observation	12	Per-1	1	B211
Limited use of Healing Magic Classic Wizards can't learn healing magic. (can't learn healing spells outside lend energy, recover energy unless it is a requirement for something else)	-5		Occultism	13	IQ	2	B212
			Research/TL3	13	IQ	2	B217
			Riding (Equines)	11	DX-1	1	B217
			Savoir-Faire (Adventurers)	13	IQ	1	B218+
Language: English Native; Spoken (Native); Written (Native)	0	B24	Staff	13	DX+1	4	B208
Easy to Read	-10	B134	Stealth	11	DX-1	1	B222
Post-Combat Shakes CR: 12 (Resist quite often) Make a self-control roll at the end of any battle. If you fail, roll 3d, add the amount by which you failed your self-control roll, and look up the result on the Fright Check Table.	-5	B150	Thaumatology	19	IQ+6	1	B225
Sense of Duty Teammates	-5	B153	Innate Attack (Projectile) Default: Innate Attack (Beam)-2	15	DX+3	6	B201
Night Blindness If the vision or combat penalty for poor lighting is between -1 and -4 for most people, your penalty is the worse of double the usual penalty or -3. If the usual penalty is -5 or worse, you function as though you were completely blind. If you have Acute Vision, it only applies in situations with no darkness penalty.	-10	B144	Innate Attack (Beam)	15	DX+3	8	B201
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					
Proud	-1	B164					
Sexless	-1	B165					
Horrible Hangovers	-1	B165					
Imaginative	-1	B164					
Nosy	-1	B164					
Extra Fatigue Points 7 Magic Only (Subject to involuntary FP drain)	19	B16					

Spell	SL	RSL	Pts	📖
Air Vision Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1 per mile; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Air, Knowledge	20	IQ+7	1	M24
Analyze Magic Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: Spells that conceal magic; Class: Info; Cost: 8; Time: 1 hr; Duration: Instant; College: Knowledge	20	IQ+7	1	M102
Apportation Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: Will; Class: Regular; Cost: Varies; Time: 1 sec; Duration: 1 min; College: Movement	20	IQ+7	1	M142
Blackout Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M112
Blur Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1-5; Maintain: Same; Time: 2 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M113
Bright Vision Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M111
Colors Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M110
Concussion Ritual: none; Cost: -2 Class: Missile; Cost: 2-2xMagerv; Time: 1-3 sec; Duration: Instant; College: Air, Sound	20	IQ+7	1	M26

Spell	SL	RSL	Pts	
Continual Light Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2 moon, 4 torch, 6 day; Time: 1 sec; Duration: 2d days; College: Light & Darkness	20	IQ+7	1	M110
Continual Mage Light Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2 candle, 4 torch, 6 day; Time: 1 sec; Duration: 2d days; College: Light & Darkness	20	IQ+7	1	M113
Create Air Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 1; Time: 1 sec; Duration: 5 sec; College: Air	20	IQ+7	1	M23
Dark Vision Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 5; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M111
Darkness Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M111
Deflect Missile Ritual: none; Time: x1/2, rounded up, min 1 sec Class: Blocking; Cost: 1; Time: 1 sec; Duration: Instant; College: Movement, Protection & Warning	20	IQ+7	1	M143
Delay Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 2 hrs; College: Meta	20	IQ+7	1	M130
Detect Magic Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2; Time: 5 sec; Duration: Instant; College: Knowledge	20	IQ+7	1	M101
Explosive Lightning Ritual: none; Cost: -2 Class: Missile; Cost: 2-2xMagery; Time: 1-3 sec; Duration: Instant; College: Air, Weather	20	IQ+7	1	M196
Find Weakness Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Info; Cost: Varies; Time: 2 sec; Duration: Instant; College: Making & Breaking	20	IQ+7	1	M116
Flash Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: HT; Class: Regular; Cost: 4; Time: 2 sec; Duration: Instant; College: Light & Darkness	20	IQ+7	1	M112
Gloom Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: Varies; Time: Varies; Duration: 2d days; College: Light & Darkness	20	IQ+7	1	M112
Glow Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: Varies; Time: Varies; Duration: 2d days; College: Light & Darkness	20	IQ+7	1	M112
Haste Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2/pt; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Movement	20	IQ+7	1	M142
Identify Spell Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Knowledge	20	IQ+7	1	M102
Ignite Fire Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1-4; Maintain: Same; Time: 1 sec; Duration: 1 sec; College: Fire	20	IQ+7	1	M72
Invisibility Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 5; Maintain: 3; Time: 3 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M114
Iron Arm Ritual: none; Time: x1/2, rounded up, min 1 sec Class: Blocking; Cost: 1; Time: 1 sec; Duration: Instant; College: Protection & Warning	20	IQ+7	1	M169
Itch Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: HT; Class: Regular; Cost: 2; Time: 1 sec; Duration: Until scratched; College: Body Control	20	IQ+7	1	M35
Lend Energy Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1/pt; Time: 1 sec; Duration: Permanent; College: Healing	20	IQ+7	1	M89
Light Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M110

Spell	SL	RSL	Pts	
Lightning Ritual: none; Cost: -2 Class: Missile; Cost: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Air, Weather	20	IQ+7	1	M196
Link Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 8; Time: 4 hrs; Duration: Until triggered; College: Meta	20	IQ+7	1	M131
Mage Light Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1 candle, 2 torch, 3 day; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M113
Mage Sight Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Knowledge	20	IQ+7	1	M102
Maintain Spell Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Special; Cost: maint cost of subject spell; Time: 2 sec; Duration: Varies; College: Meta	20	IQ+7	2	M128
Missile Shield Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 5; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Protection & Warning	20	IQ+7	1	M168
Night Vision Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 3; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness	20	IQ+7	1	M111
Pain Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: HT; Class: Regular; Cost: 2; Time: 2 sec; Duration: 1 sec; College: Body Control	20	IQ+7	1	M36
Purify Air Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 1; Time: 1 sec; Duration: Instant; College: Air	20	IQ+7	1	M23
Recover Energy Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Special; Cost: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Healing	20	IQ+7	1	M89
Rejoin Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1/10 lbs; Maintain: Half; Time: 4 sec/10 lbs; Duration: 10 min; College: Making & Breaking	20	IQ+7	1	M116
Repair Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2/5 lbs; Time: 1 sec/lb; Duration: Permanent; College: Making & Breaking	20	IQ+7	1	M118
Resist Pain Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 4; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Body Control	20	IQ+7	1	M38
Restore Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2; Maintain: 1; Time: 3 sec; Duration: 10 min; College: Making & Breaking	20	IQ+7	1	M116
Seek Earth Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Info; Cost: 3; Time: 10 sec; Duration: Instant; College: Earth	20	IQ+7	1	M50
Seek Water Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Water	20	IQ+7	1	M184
Shape Air Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 1-10; Time: 1 sec; Duration: 1 min; College: Air	20	IQ+7	1	M24
Shield Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2 per DB; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Protection & Warning	20	IQ+7	1	M167
Simple Illusion Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 1; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation	20	IQ+7	1	M95
Sound Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: Varies; Maintain: 1/ min; Time: 1 sec; Duration: Varies; College: Sound	20	IQ+7	1	M171
Spasm Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Resistance: HT; Class: Regular; Cost: 2; Time: 1 sec; Duration: Instant; College: Body Control	20	IQ+7	1	M35

Spell				SL	RSL	Pts	
Sunbolt Ritual: none; Cost: -2 Class: Missile; Cost: 1-3xMagery; Time: 1-3 sec; Duration: Instant; College: Light & Darkness				20	IQ+7	1	M114
Sunlight Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Light & Darkness				20	IQ+7	1	M114
Thunderclap Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2; Time: 1 sec; Duration: Instant; College: Sound				20	IQ+7	1	M171
Weaken affects only inanimate objects Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Regular; Cost: 2-6; Time: 5 sec; Duration: Permanent; College: Making & Breaking				20	IQ+7	1	M116
Wind Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Special/Area; Cost: 1/50; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Air, Weather				20	IQ+7	1	M195
Windstorm Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2 Class: Area; Cost: 2; Maintain: Half; Time: Instant; Duration: 1 min; College: Air				20	IQ+7	1	M25

	#	Carried Equipment (4 lb; \$10)	Uses	TL	LC					
	1	Quarterstaff		0		10	4 lb	10	4 lb	B273